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◀ NINTENDO GREMLINS II!  
MEGA FINAL FIGHT TIPS!  
NEW SUPER FAMICOM GAME!  
CYBER SHINOBI ON SEGA!

SEGA



MEGADRIVE



GX4000



NINTENDO



GAM

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# CONTENT

## MEAN MACHINES FEBRUARY ISSUE FIVE

### EDITORIAL

6

Meet the gang 'coe the boys are here... Yes, it's your chance to see why the MEAN MACHINES team are locked away from human sight and only let out on particularly cloudy nights. Plus a chance to hear the latest words of wisdom from Guru Jezza!

### THE RATINGS

8

Our ratings system is clear, comprehensive, and rather easy. If you find yourself unsure, tear yourself away from your slow-learnar classes and read our description of the elite.

### NEWS SPECIAL

10

Taking the place of Nawa From Japan, our roving reporters bring you the lowdown from the CES Show at Las Vegas, where all the upcoming products were previewed recently. No other mag gives news this hot!

### MEAN YOB'S MAILBAG

20

Can YOB continue his useful advice on embarrassing personal problems? Probably not, but he'll answer our Mana-material readers' letters anyway. Don't miss out, read his raplar-sharp wit.

### Q+A

22

Got a question that needs a reply? Well, don't bother ringing our offices, but write to Jutten at Q+A for a considerad response (when he stops climbing the walls and gibbering).

### TIPS

25 YOB'S

Big tips, small tips, all guaranteed to satisfy and thrill in that special way. Included are hints for John Madden's, Mickay Mouaa, and a host of other great games. The best way to get past that atcky bit which causes you pain and angutah.

### HELPLINE

32

Jez is always willing to answer specific queries - and there are lots of queries in the MEAN MACHINES offices at any given moment. Scrawl your question, sturp your tongue over a stemp, and thrust it into a post box for the best advice blank chagaa can buy.

### SUBS

55

Tired of being the only one who can't get hold of the latest MEAN MACHINES? Tired of being laughed at, ridiculed and made to stand in the corner? Get your own back by subscribing - then you'll receive an issue before the shops do!

### POSTERS

48

A special treat for those with spare wall space. Included is a great poster of the official John Madden's artwork - how can you resist the sight of those ethny haimata on your wall?

### CHARTS

56

Up to date, packed with info, and pratty to boot - that's the MEAN MACHINES charts. Sega, Nintendo and Magadriva charts are gathered here for your perusal.

### NEXT MONTH

97

82

Just to whet your appatitia, here's a sneak preview of what's in next month's issue. Alternatively, we may just print pictures of Kylie and the New Kids - if the reader response is high enough!

### SUPER FAMICOM SOFTWARE SPECIAL

84

Jez has forced himself to play all the new Super Famicom games for hours on end - don't you feel sorry for him? Anyway, here's their report on the latest Japanese wonders.



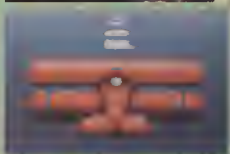
## COMPETITIONS

### HOTLINES

A veritable goodie bag of the best consoles, games and stuff. All it takes is a 'phone call. Let your fingers do the winning!

### SPEEDBALL MEGACOMP

Win a Megadrive, a copy of Speedball and the Meeler System Converter on which to play it - courtesy of those lovely people at Mirrosoft. Enter while the iron's hot!



## PREVIEWS

### GAUNTLET II

Mindcepe have produced what looks to be a great version of Gauntlet II on the Nintendo - check out our exclusive preview in this ish!

### POPULOUS

Populous makes a welcome return, this time the flabbergasting Meeter System version from Tecmagik. Here are the exclusive pics and info.



## GAMES REVIEWED

### NINTENDO

GREMLINS II	38
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# KEYBO

EDITOR  
 JULIAN "JAZ" RIGNALL  
 ART EDITOR  
 OSMDND "DZ" BROWNE  
 STAFF WRITER  
 MATTHEW "RAZ" REGAN  
 ILLUSTRATOR  
 GARY "GAZ" HARROO  
 AD MANAGER  
 MARTHA "MAZ"  
 MOLOUGHNEY  
 PRODUCTION ASSISTANT  
 EMMA "EZ" SADLER  
 PUBLISHER  
 GRAHAM "GRAZ"  
 TAYLOR

THANKS THIS MONTH  
 TO: Norman S Underhill,  
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 Oonild and Harry Soames  
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We don't pay contributors or their illustrations but you  
 can enter them, but all you get back, except from our  
 Space himself, is a copy of Mean Machine of West  
 Warwickshire magazine for a very amusing  
 cartoon indeed and suffers from postmodern  
 interpretations. Whatever the Editor says, and  
 we sometimes shall be entered into. So  
 don't quit think about arguing because you'll  
 never win. Not even.

STUFF

what did I ask you? Heavily get last issue's Min  
 quarter right, so we keep the Gameplay! (Hart Hart  
 Hart) if you're wondering where they came from,  
 here they are (programmable): Steve Hunter, Bill  
 Harts, Clark Katz, Redmond, Dicky Harvey, Bill Dore,  
 A. Stead, Way Out West, Red and Gun and Bone,  
 Linnah? Life never to last...

When most people think of console games, they  
 tend to think of cute, platform-type games. This  
 might have been true up until a year or so ago - just  
 check out Nintendo and Sega's vast range of  
 Mario/Alex Kidd-type and other cute games.  
 However, a new wave of console games are now  
 beginning to emerge which are far more complex and  
 challenging and help put paid to many a computer  
 owner's boast that console games are all simple,  
 straightforward and cute - games like Silent Service,  
 John Medden's Football, Populous, Pilotwings,  
 Leaderboard, Heroes of the Lance and Pinbot, all of  
 which appeared recently, end offer plenty of originality  
 and depth.

And when you look and see what's come out

soon, games like F-15 Strike Eagle, Adams Battle  
 Tank, 688 Attack Sub, Sim City, Vette, Twin Peaks  
 and Manic Mension, you see that the range of  
 console games available on a whole variety of  
 machines are swiftly becoming as diverse as  
 computer games!

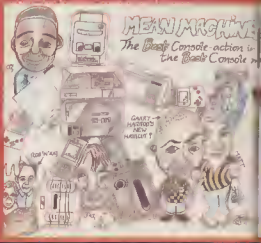
And before you say it, yes, there are still plenty of  
 cute games too - Mario 4 and Mickey Mouse being  
 prime examples - but programmers are adding new  
 twists and puzzles to stop the genre from becoming  
 stale!

Consoles aren't quite the limited, simplistic  
 machines that people like to think they are. They're  
 becoming sophisticated games machines that can  
 cater for all tastes...

## MORE SUPER PICS

Your super pics are flooding into the office - this  
 month we've had some particularly good ones. The  
 MEAN MACHINES "best console action in the best  
 console mag" picture was sent in by the very talented  
 Jim Sheppard from Monmouth in Gwent - excellent  
 stuff! Rob Sheppard, Jim's brother (obviously an  
 artistic family - can't you get your Dad to do us a  
 picture too?) sent in the Hover Busters drawing, and

the picture with Matt getting and Julian as Stroder  
 came from Shaun Precca. Excuse the "SHMG"  
 scribble on the right of that picture, but that was  
 Julian's fault - it's a code to a later level on Gremine II



# RED

THEE  
CLICKERS

AAAGH!



WICKY  
MOUSE



## JULIAN "ARMANI" RIGALL

Never willing to be in one place for long (apparently the style police are after him for wearing loud rugby shirts without a licence), Jaz has recently been zooming around the Brands Hatch circuit in XR2's and Formula First racing cars (more about that next month). SEM, when you live in Southend you need to be able to move fast.  
CURRENT FAVE GAMES: MARIO 3, JOHN MADDEN'S, POWER RACER



## MATT "RAOBAO" REGAN

The Terror of old Wansted Towne and part-time Man from C&A has been attracting attention to himself by having enormous and rather rude holes in the bottom of his jeans. Why? So that he only needs to pull his Y-Fronts down when he goes to the toilet.  
CURRENT FAVE GAMES: FINAL FIGHT, JOHN MADDEN'S, MICKEY MOUSE

## OZ "GAULTIER" BROWN

Oz plays it safe by only ever wearing jeans and a t-shirt. When asked about this fashion statement, Ozmond shame-facedly replies that he hasn't learned how to use shirt buttons yet. Other Oz news - he's finally bought a Magadriva game! Mickey Mouse has now been added to his grand collection of one game.  
CURRENT FAVE GAMES: JOHN MADDEN'S, RINGSIDE ANGELS, THUNDERFORCE III



## GARY "WURZEL" HARROD

Never one to pay attention to what the rest of the world's wearing, our Gazza has been sporting the latest in Millet's sweaters. He obviously acquired his battered jeans from an overnight tramp friend. Perhaps when he gets paid (this year's salary is £2p) he can go to a jumble sale and kit himself out.  
CURRENT FAVE GAMES: GOING HOME EARLY, FLOATING OVER HIGH SCORES, F-ZERO

# THE RATINGS

## RATINGS WORK

Here at MEAN MACHINES we are committed to giving you the most in-depth console reviews possible. Here's how they work.

**GAME DIFFICULTY:** This tells you how easy or tough the game is. If you're a novice player, easy games should keep you happy. If you're a veteran joystick-jockey, medium or hard games are recommended.

**LIVES:** Tells you how many times can you die and still return from the grave.

**CONTINUES:** Tells you how often you can restart from where you died. Beware: too many continues can allow you to finish the game too quickly, and seriously damage your enjoyment.

**SKILL LEVELS:** Many games let you fix the difficulty level for yourself, so you can increase the challenge if you get good at it. This tells you how many skill levels there are.

**RESPONSIVENESS:** Is it humanly possible to avoid that meanie's death beam, or does the joystick refuse to obey your frantic commands? This section lets you know!

**PRESENTATION:** This is an important part of any game. Are the instructions clear (and in English)? Do the option screens make sense and look pretty? Is the screen well laid out? Is there plenty of in-game info? This rating tells you all.

**GRAPHICS:** This includes not only the quality of the sprite and their animation, but the backgrounds as well. Graphics are judged not only on their prettiness, but on how well they are suited to the game.

**SOUND:** The difference between a booming, catchy intro tune and a low weak, blue-palud sound like a dying Spectrum is indicated here. Music and effects can make a big difference to a game, so don't ignore this factor.

**PLAYABILITY:** Some games you just can't stop playing, no matter how late at night it is. This measures the addictiveness of the game, and how much you'll think about it - even when you're not playing it!

**LASTABILITY:** You don't want to spend your cash on something that will only last a week. Check this box out to judge if you are going to be playing it in a month, or be bored with it within a week.

**OVERALL:** This is it! This mark takes into account all the above ratings and acts as a guide to the game's overall quality. If a game scores over 90%, it's a Megagame and is well worth buying!

**PLAYERS:** Simply tells you how many players can play the game - either simultaneously, or one after the other.

MEGADRIVE

REVIEW



BY: SEGA

PRICE: £34.99

RELEASE DATE: NOV

GAME DIFFICULTY: EASY/MED

LIVES: 3

CONTINUES: UNLIMITED

SKILL LEVELS: 3

RESPONSIVENESS: VERY FAST



PRESENTATION 71%

Three skill levels, but little else.

GRAPHICS 82%

Bright, with well defined sprites

SOUND 74%

A decent, if rather lively tune and beats effects.

PLAYABILITY 85%

Easy enough to begin with, getting rapidly harder. Highly addictive stuff!

LASTABILITY 76%

Experienced players should be able to complete the game - if not, you'll certainly have fun trying!

OVERALL 82%

A highly enjoyable blasting romp. Recommended to shoot 'em up fans.

**FORMAT:** This icon tells you what type of cartridge the game is on - here's the full list:



NINTENDO



SEGA



MEGADRIVE



GX4000

**GAME TYPE:** These nifty icons show you what sort of game it is - here's the full list.



SHOOT 'EM UP



BEAT 'EM UP



SPORTS GAME



ARCADE  
CONVERSION



PLATFORM GAME



PUZZLE GAME



DRIVING GAME



SIMULATION



ROLE PLAYING  
ADVENTURES



THE  
MARCH  
COMPETITION



THE  
COMMODORE AMIGA  
OR  
SEGA MEGADRIVE  
(Plus Game of Your Choice)  
OR  
ATARI LYNX  
OR  
NINTENDO GAMEBOY

In The FANTASTIC **DIAL-A-QUIZ** MONTHLY Computer Competition

Answer 4 simple computer related questions correctly and by this time NEXT MONTH YOU could be the Lucky Winner of one of the above FOUR Superb First Prizes in this months DIAL-A-QUIZ Cracking Computer Competition.

e.g. QUESTION: What is a Hard Drive?  
ANSWER: 1. A Driving Simulator  
2. A device for storing large amounts of data  
3. A concrete path leading up to a house  
It's THAT simple!

And REMEMBER, you can enter ALL Competitions as many times as you like.

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Sega Megadrive Hotline: 0839 121 162

Atari Lynx: 0839 121 163

Nintendo Gameboy: 0839 121 164

One first prize in each competition. Winners are chosen at random from all correct entries received. Closing date 20th March 1991. All calls last approximately 4 minutes and if you are under 18 we ask you to please obtain your parents consent before you dial.

Calls are charged at 33p per minute cheap rate. 44p per minute at all other times.

DECEMBER RESULTS: MAX HAWKINS, from Southampton...AMIGA  
MARTIN READ, from Surrey...MEGADRIVE  
KEVIN LEWIS, from Preston...NINTENDO  
STEWART SMITH, from Leicester...SOFTWARE

P. Grove. DIAL-A-QUIZ. P.O. BOX 11, SKEGNESS, Lincs. PE25 3NL



## FROM USA

### CHAIR-TASTIC!

If you're a fan of those coin-ops that you climb into and get thrown you around while you play, you might well be interested in these two items that were featured recently at the CES show in America, Las Vegas which sort of does a similar thing.

They're both seats which tilt and move you around while you play games on your Nintendo or Megadrive. First is the Hot Seat,



## F-15 STRIKE NINTENDO

The USAF's vast fleet of F-15 Strike Eagles has been very busy in the Gulf recently, using their "smart" weaponry to take out Iraq installations as well as engaging enemy planes in dogfight situations. If you've seen them whizzing around the place on the telly and wouldn't mind having a go at flying one yourself, Microprose will soon give you the chance courtesy of their second Nintendo simulation, F-15 Strike Eagle.

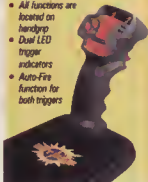
There are seven different missions, ranging from bombing to engaging enemy aircraft, and two levels of play to challenge even expert players.

Looking at the screen shots, it certainly looks an interesting game, and should certainly appeal to Nintendo flyboys. There's no official release date as yet, but we'll give you more news when we have it.

# F-15 STRIKE EAGLE



- All functions are located on handgrip
- Dual LED trigger indicators
- Auto-Fire function for both triggers



which is basically controlled by your own body movements, tilting as you tilt and so on.

The second is the all-steel constructed Simulator 1 Action Chair in which the player has to lean left, right, backwards and forwards to actually control the action on-screen.

They're both pretty interesting concepts, and no doubt as the console market expands, we can expect to see many more things like these appearing in shops up and down the UK.



## CYBORG LASER LAFFS

One of the better Amiga games to appear last year was Turrican, a huge arcade adventure in which you guide a laser-packing cyborg around a massive (and we mean MASSIVE) multidirectionally scrolling map.

"So what's it got to do with consoles," we hear you ask. Well, Accolade are currently converting the game to the Megadrive, and pretty good it looks too, containing all the thrills and spills of the Amiga version.

The only bad news is that the game won't appear on the shelves until late summer, so we've got to wait for ages before we can play the game. Oh well.



## RULE THE UNIVERSE

Coming soon on the Megadrive from Accolade is Star Control, a "huge" space game in which arcade action and strategy are combined as you, the super-duper all-round nice guy the Alliance of Free Stars, take on the evil Ur-Quan race.

Boasting in-depth gameplay, great graphics and plenty of scope for long-term play, Star Control is certainly an original and unusual console game which we're looking forward to seeing. It's released in the states during Easter, and should be available in this country shortly afterwards. We'll keep you posted.



## MORE BASEBALL - HOORAY

If you're the person who can't get enough of baseball games, you'll be pleased to hear that Accolade are working on Heroball, a new baseball game for the Megadrive.

It's got eight different teams and odds and odds of statistics, in fact, it's packed with everything a baseball fan could ever want. The game will be out in America later this year, and will no doubt be on-sale through import specialists about ten minutes later.



UR-QUAN HIERARCHY

CREW	██████████
FUEL	██████████
REFUEL	██████████
THRUST	██████████
TURN	██████████
SPEED	██████████
RANGE	██████████
DAMAGE	██████████

Plasma Generator

Crew Growth Zones

Homing Plasmod

MYXON PODSHIP

# NEWS

## TERMINATOR II

One of the forthcoming films of this year that the MEAN MACHINES mob be waiting for with bated breath is Terminator II: The Judgement Day. The film stars Arnold Schwarzenegger as the Terminator, an evil and powerful android of the future which is sent back through time on specialised assassination missions.

Acclaim have already signed up the Nintendo licence, and the game will appear the same time the film is released in the States. Sounds like one to look out for!



## XENON II

Mirrosoft's Sega games are coming on apace! A few months ago we showed a very early shot of Xenon II, the up-the-screen, power-up, shoot 'em up extravaganza. But now we've managed to get hold of some more up-to-date shots, which show just how much the game has come along since then.

It's hoped that the game will be released soon after Easter - we'll bring you a further report when we have more news.

## GET BACK IN THERE!

As well as Xenon II, Mirrosoft are also working on Back to the Future II, a game based around the blockbuster film.

The player guides Marty McFly through five different levels of action on his quest to ensure that time isn't changed by horrid Biff Tannen.

The computer versions weren't particularly well received due to the rather dull gameplay, but hopefully this Sega version will be tweaked to improve the playability.

We'll tell you all about it in a forthcoming review in MEAN MACHINES.



## DON'T HAVE A NINTENDO, MAN

One of MEAN MACHINES crew's all-time favourite programmes of all time is The Simpsons, and there was much whooping and hollering when it was discovered that Acclaim are soon to release Simpsons Nintendo and Gameboy games in the US!

Bart Vs The Space Mutants is the name of the Nintendo game and stars all the members of the family as Bart saves Earth from the bad guys from outer space!

Little is known about the Gameboy title, but rest assured we'll bring you the complete low down as soon as we get more information!



## PRICKS AT THE SPEED OF SOUND

The game that everyone seemed to be talking about after the recent CES show in Las Vegas, America was Sonic the Hedgehog on the Megadrive. Starring Sonic (a Hedgehog in case you couldn't guess from the title), it's a platform game which features some amazing gameplay and loads of original elements.

We're absolutely dying to see the game, and rest assured that as soon as we get hold of it, we'll stick loads of pictures of it in the magazine



## MARIO PHONE HOME

New evidence that America has gone completely Mario bonkers was found recently when this little gadget was found on display in a shop in the US. It's the Super Mario telephonal Brilliant, ah? Whatever next? Super Mario dishwashers?



## MULTI-PLAY MEGAPLAY

One of those strange "time saving" widgets that the console industry throws up every now and then is the Megaplay, a device that lets you have ten games plugged into the Megadrive simultaneously so that you can select one at a time at the touch of a button.

This isn't a new concept - similar models were available for the Atari VCS system over ten years ago - but if you're lazy, it means you don't have to worry about opening and closing boxes.

The machine has only just appeared in the US, so expect importers to get them soon!



# NEWS



## FROM USA

### PORTABLE POOL

We're not talking inflatable padding pools here, we're talking Side Pocket, a pool game for the Gameboy. There's plenty of options for all you potential hustlers, including trick shots, a one-player tournament and a two-player link-up!

Side Pocket is scheduled for release later on this year - we'll keep you posted.



michael

his school

1P 1300 2000

castle of illusion

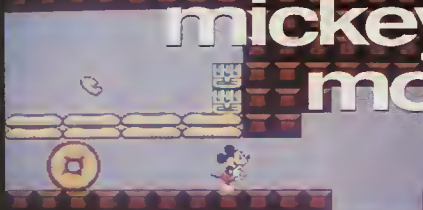
starring

mickey mouse

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POWER 300 TRIES 1000 ITEMS 1000



POWER 3 TRIES SCORE 789



both 8 Bit and 16 Bit



# Jackson's 'moonwalker'

# dick Tracy

# to be les cult

coming soon from

# SEGA

FROM

DO ME A  
FAVOUR... PLUG ME INTO  
A





When your sweetheart is abducted you'll go to the end of the Earth to rescue her - even if she's a mouse.

This is the sorry situation that Mickey finds himself in at the beginning of this game; Minnie has been captured by the Evil Witch and taken to her Castle of Illusion. The only way for Mickey to release his loved one is to go on a quest for the seven magical jewels, and so build a rainbow bridge across the chasm to the Castle.

Mickey Mouse battles his way through five surreal levels of platform action, gathering the coloured gems as he goes. Starting in a forest world, Mickey is attacked by mutant mushrooms, terrifying trees and ferocious flowers. Then it's on to Toytown, where bizarre childhood objects block the spunky rodent's path. Later stages are set in Aztec ruins, a cupboard and eventually the Castle of Illusion itself.

To help him on his way, our favourite big-eared character performs a number of offensive and defensive moves. The cuteness level's set to max, Mickey's bottom is ready to destroy the baddies, and it's time to don those ears and gather the jewels!



▲ Using springboards allows Mickey to reach otherwise-inaccessible pieces.

## COMMENT



**JULIAN**

I must admit that I've been utterly glued to the Megadrive since this came into the office. It's a stunning game, and has an addiction that has you eating your meals while you play, and giving up hours of sleep on consecutive nights. And it's easy to see why. The graphics are incredible, with beautifully drawn and animated sprites that ooze character, and sumptuous pixelated backdrops that are easily some of the best ever seen in a console game (the cake level is unbelievable). The sound is also brilliant - the humorous tunes and great sound effects enhance the atmosphere perfectly. But it's the superb gameplay that makes this such a winner. There are some devilish traps to overcome, and there are plenty of surprises along the way to baffle and amuse the player. If you've got any aaaaae, get held at a copy of Mickey Mouse now!



▼ Cogs and wheels abound in this level.



▲ Mickey in Cogs Land!



## STAGE 1

Walking plants, glimmering spiders and menacing ghouls haunt the spooky forest, and if Mickey isn't careful, they'll be having roset rodent for tea!



▲ Hopping from leaf to leaf isn't that easy - some of them move!



▲ Mickey grabs a hidden bonus.



## REVIEW



## RODENT RESPONSES

Controlling the cheeky cheese-eater takes a little practice, but pays dividends when you want Mickey to perform stunts like ducking and jumping. On later levels the hero even swims through cups of tea! Timing bounces correctly is vital to success, so keep practicing at first until you get it right.

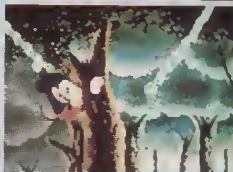
## BOTTOM BOMB

By quick pressing of the button, Mickey's rear end is transformed into a baddie-beehing weapon!



## JUMP

Mickey leaps into the air and can travel quite a distance.



## SWING

Grabbing the assorted pendulums and chains, Mickey swings from platform to platform with the greatest of ease.

## THROW

Mickey wallops his foes with various objects - but he has a limited supply, so must not waste them.



▼ The third end of level baddies see the lips section to know how to beat him!



## STAGE 2

Radio-controlled aeroplanes, clowns on unicycles and tin soldiers give Mickey grief on this level. Watch out for the magic steam train!

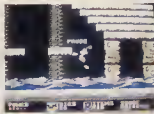
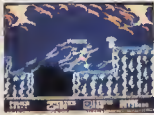
Mickey flips the screen and destroys his foes.





STAGE 3

Run and swim through mountainous regional Croca diintegrating bridges than plunge into raging rivers full of fish hungry for merinated mouse flesh.



▲ Our rave mouss zaps some frogs.



▲ Mickey takes a breather before continuing.



ITEMS

Some objects are preferable to others. Here's a peek at the best three collectables - not to be missed during Mickey's travels!

STAR

This replenishes one unit of the Mouse's energy, so grab as many as possible.



EARS

Get an extra life by picking up these lugholes. Obviously a great help to finish the game!



DIAMOND

Gives our squeaky-voiced hero an object to hurl at his foes. Collect as many as possible!



STAGE 5

Neatly knitted in shining armour haase our hero in this final stage. Mickey also has to watch out for devilish boulders which think nothing of rolling him into a flat rat!



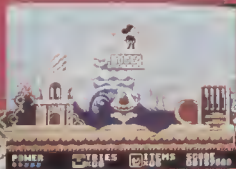
▲ The rodent atrolls on!





## STAGE 4

Hop around giant jam-jars and huge books, swing from the lamps, dodge the worms and take a dip with the sugar lumps in a nearby teacup!



10000 20000 30000 40000



10000 20000 30000 40000



▲ The laughing skulls provide a handy bridge for Mr Mouse.



▲ Facing the jolly jumping giant, Mickey remains calm.

## COMMENT



## MATT

Disney produce quality - and magic - with whatever they do. This game is of a quality rarely seen: the programmers obviously took a great deal of care with this game. The backgrounds are phenomenal, with the best parallax scrolling yet seen on the Megadrive. The sprites are gorgeous too; Mickey himself is the best, with a range of facial expressions and poses that put other "cute" characters to shame. When Mickey's close to the edge of a platform, he aways and panics, but doesn't quite fall - just scaring seven hells out of the player! Of course what really makes this game special is the playability which is absolutely outstanding. We recommend games all the time, but Mickey's is truly an excellent product, well worth £35.00.



FROM STREET RAYTOR

Over 100000 copies

BY: SEGA

PRICE: £34.99

RELEASE DATE: MARCH  
GAME DIFFICULTY: EASY/MED  
LIVES: 3  
CONTINUES: 2  
SKILL LEVELS: 3  
RESPONSIVENESS: SUPER



## PRESENTATION 92%

The intro sequence describing Minnie's abduction is superb - as is the rest of the presentation

## GRAPHICS 97%

Large, clear sprites, hilarious images and stunning multi-level parallax scrolling - incredible!

## SOUND 89%

The superb music fits the game perfectly, and the spot affects are great

## PLAYABILITY 96%

As with the Mario games, playability is paramount; the collision detection is perfect, and the game never annoys!

## LASTABILITY 88%

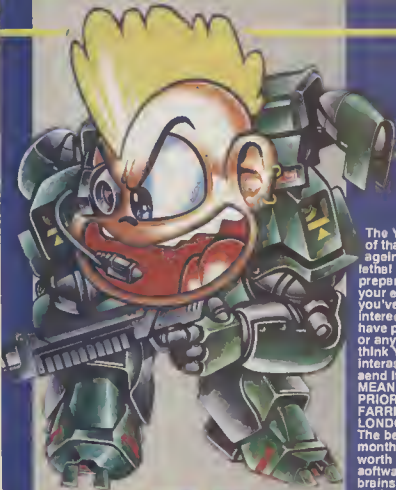
The difficulty level helps to prolong the enjoyment, but is never too tough. And there are plenty of secrets to uncover.

## OVERALL 95%

As is the best platform game on the Megadrive - Mickey Mouse represents fun, fun, fun to the nth degree



# WARNING! LETTER ZONE!!!



The YOB, the scourge of the melloways is back again, brendishing his fetnal letter opener and preparing to enswer all your scribbilings. If you've got something intereeting to say, or have pictures, photos or anything that you think YOB will find interasting, why not send it to: MEAN YOB, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. The best letter of the month gets £150.00 worth of console software - so get your brains in gear and get writing!

# MEAN YOB!

## SEGA IN BONDAGE SHOCK

Mr YOB!  
I'm holding my brother's Sega hostage. If you don't give me a Megadrive or a Gameboy I'll do something awful. Do you want to know what I'm going to do? No? Well, I'm going to tell you anyway I'm going to atrap the hostage down, then play one of my naff Spectrum games. It's a fate worse than death, isn't it? If you don't give me a Megadrive, or a Gameboy, or even STAR LETTER, I'll kidnap Gaz, Jaz and Matt and blow you up. Har, Har, Har.  
Andrea van Eugen,  
Baxhill-on-Sea, East Sussex  
YOB: Whila your bondage acts certainly sound like fun, I never succumb to any sorts of threats or promises - even being blown to kingdom come.

## GET YOUR DADS TO PLAY TOO!

Dear YOB,  
I think your mag is BRILL. You know what you're talking about and this is why I'll always buy it. When you said your dad will absolutely love it, when Arnold Palmer's golf game came out for the Megadrive, you were right. When my dad saw it, he flipped - and then when he saw John Madden's Football, he truly cracked and now he's as mad as me about the Megadrive. (YIPPEE). Your mag has convinced my dad into buying me one for Christmas. (I bet he plays golf and football on it more than I'll play on it.) Thanks for this YOB. You are skilful and your mag is brill (Hey, I'm a poet and I didn't know it).

By the way, can you do me a favour and tell SPUD not to buy the last MEAN MACHINES in the shop, like he did with issues 2 and 3. Thanks.

Thanks very much.  
Tim Mayes, Raunds, Northants  
YOB: Unfortunately, most parents seem to be very narrow minded when it comes to anything new - especially computers - and they simply won't accept that they could get any enjoyment from them. However, when they finally pluck up the courage to play, you can never get them off your machinal I'm glad you've got a Dad who's cool. Anyway, who the hell is @PUD? Second cousin of Mr Potato Head, perchance? If he buys the last issues of MEAN MACHINES, good luck to him - serve you right for being a lazy git and not getting down the newsagents before him



## SPIN, SPIN, SPIN THE WHEEL OF JUSTICE

Dear YOB,  
We belong to the Vic Reeves  
Appreciation Society and we hate  
Oreham Lister!! We have also  
found that to counteract Les's fear  
of chives and Teddy Bears you  
have to boil a 2,000 Rolex and put  
it in a pair of brown and cream Y's  
(lurry) and then swing them round  
your head. This counteracts Les's  
fear because the Ro-LOOK AT  
THE SIZE OF THAT  
SAUSAGE-lex makes Lemmings  
Jump on their head and eat a  
peanut butter sandwich.

*The Man With The Stick,  
Kirkcaldy, Fife*

PS Remember, always buy  
Reeves and Mortimer meat  
products.

YOB: You just had to mention  
the peanut butter sandwich,  
didn't you? You just had to  
come out with it, ah? You  
wouldn't let it lie, YOU  
WOULDN'T LET IT LIE!

## REVIEW REQUEST

Dear YOB,  
GET JAZZ TO REVIEW DUCK  
TAILS ON THE GAMEBOY!!!  
Can't he borrow a copy from a mail  
order company?

*Matthew Watts, St Albans, Herts*  
YOB: Jas says it's boring and  
there are better games to review.

## HOW DO YOU MARK

Dear YOB,  
You please tell me who does  
the working out of the percentages  
for the reviews, because they're  
mostly wrong.

In issue 2 (November), only one  
out of 21 of the percentages were  
correct. The rest were wrong. One  
example was Alleyway, a  
Gameboy review. You state that  
the average overall of  
70+59+68+51+29=33%. In fact,  
it's 55 per cent to the nearest  
percentage. Please explain how  
you got the percentage shown.

Oh yeah, can you do a review  
on Ghoulia and Ghasts, and  
E-Swat for the Megadrive?

Thank you.  
*Paul Woodhead, Hitchin, Herts*  
YOB: Woodhead just about  
sums up your brain power. The  
overall mark isn't an average of  
all the other ratings - it's a  
completely independent mark  
which tells you exactly how  
good or bad the game is. If we  
went on an average of all the  
other marks, it would be a bit  
rubbish, since it a game was  
completely brilliant in every  
respect but the sound and some  
poor presentation it would be  
marked down badly - and  
neither of those factors really  
affect the gameplay or potential  
enjoyment at all, and so an  
average mark would give an  
unfair overall rating. All the  
marks are completely  
independent of one another -  
gal the message?

## MAKE MY SEGA HARD

Dear MEAN YOBI

I own a Sega Master system and  
was wondering if HARD DRIVING  
will ever be out on it, as it's such a  
fabulous game.

And oh yeah, I almost forgot to  
congratulate you lot on inventing  
such a cool mag like this. It only  
there were more game reviews for  
us lot that own the Sega Master  
system. Still, can't complain, and  
keep up the excellent work... FOR  
EVER.

*Ross Lindeck, Hove, East Sussex*  
YOB: This is a quotation for O+A,  
but since Jas has lent me his  
special kindness trousers for  
the day (I accidentally ruined my  
normal ones when I sat on Oary  
Harrod's lunch pack - it was full  
of eardrums and banana  
sandwiches) I'll tell you. No. By  
the way, we cover every single  
Sega Master System game  
released - how can we cover  
more if they don't exist. Don't  
whinge at us - write to Bags and  
tell them to make more!

## A DUMB FOOL WRITES

Yo, YOBI  
I have Gary's crayons, so I you

don't send me lots of Megadrive  
games, I'll break them in half, run  
over them in a steam-roller and put  
them through a paper-shredder,  
then feed them to my cat.  
*Mr X, Newtownards, County Down*  
YOB: He! That's not crayons  
you nincompoop, they're Gary's  
sticks of specially coloured ear  
wax. He wondered where they'd  
gone - we had finally persuaded  
him to throw them away, and  
were waiting for special gloves  
so that he could touch them  
without fear of contamination.  
But now you've done us a  
favour by getting rid of them for  
us. If you've touched them, I'm  
afraid you're contaminated and  
your joyalck will whither away.  
But who cares, ah?

## JUST TWO MISTAKES

Dear YOB,

I'm a confused Nintendo owner  
and would like to ask you a  
question. Why is it that in every  
month's magazine you put a Sega  
cartridge icon on a Nintendo  
review?

For instance: in Issue 1 (page  
53), on the review of Super Mario  
2; in issue 2 on The Spy Versus  
Spy review; and in issue 3 on the  
Batman review.

I look forward to receiving your  
reply.

I missed the first ever issue (no  
0) of MEAN MACHINES. Would it  
be possible to obtain this, either  
from yourselves, or from one of  
your outlets. It so, please inform  
me of the procedure.

Yours Hopefully,  
*P Warren (Mr), Postleade, Brighton*  
YOB: Do the initials after your  
name stand for mentally  
retarded, or what? Ever heard of  
mistakes? Issue 0 of MEAN  
MACHINES is so-o-o rare that  
the current asking price is  
£50.00. If you're interested, write  
to me...

## OUR NUMBER ONE FAN

Greetings YOBI

Having read in C+VG that a  
console magazine was out under  
the name of MEAN MACHINES, I  
rushed to my nearest shop and  
perched with my hard earned cash,

This was probably the best  
thing I ever did. Having just bought  
an official Sega Megadrive, MEAN  
MACHINES proved essential,  
keeping me up to date with all the  
latest news, reviews and previews.

The game reviews are fantastic,  
full of colour screenshots - and I'm  
talking glorious technicolour - and  
the shots of strider nearly made  
me faint, gibber!!

The idea of having two people  
reviewing the games is also a plus,  
as it reduces chances of bias,  
giving the reader a broader view.

Each review's comprehensive  
summary at the end enables you to  
see a breakdown of the game at  
a glance.

What with the news section,  
hints and tips, and the wonderful  
Hotline comics, you'd have to be  
a spliffed out armadillo with no  
friends not to buy!!!!

The only problem with MEAN  
MACHINES is reaching the last  
page and realising you've got to  
wait another month for another ish.

Ah well, it's a cruel world.

*Andrew Copson, Nunston,  
Warrickshire*

YOB: Well, that's what it's all  
about.

## ALCOHOLIC GOLDEN AXE

Dear MEAN YOBI,

I have found out something terrible  
about Golden Axe - the people  
who created it are drunks.

Here is my evidence; after I  
completed it the east came to me.  
The cast included:  
SGT MALCOLM and SGT HOP  
Some likely ingredients eh! But  
there was more:

LY BITTER, COL BITTER, OEN  
BITTER

You know what bitter is, don't you?  
S(ill) more:

SGR HEARTLANO  
Heartland is an alcoholic drink.

So there it is - the secret list  
loose.

*Scott MacKay, Inverness, Scotland*  
YOB: Well, I suppose it had to  
take a Scot to spot the drink  
references...

## NINTENDO US FOOTBALL

the past three months, so I missed numbers one and two. Can you therefore answer these questions?

1 Can I order previous editions of Mean Machines?

2 If so, where from and for how much?

3 Are you going to review Shadow Dance and Fatman in a future edition of Mean Machines?

4 Can you have two people playing ESWAT or Moonwalker at the same time?

5. Are there any plans to release Don Dokk Don, Final Fight, Bubble Bobble or Splatter House on the Megadrive?

6. Last, but not least, if you had Altered Beast and Golden Axe on the Megadrive, but you liked playing games with your brother, what other two-player game would you buy?

*Michael Slattery, Great Barr, Birmingham*

**JAZ:** Back issue cost £2.75 each and can be got by writing to: **BACK ISSUES, MEAN MACHINES, PRIORITY COURT,**

Dear Jaz,  
Could you tell me if there are any American Football games on the Nintendo and if so, are they any good?

*Alan Bates, Hampshire*

**JAZ:** There's only one game, and that's Ten-Yard Fight. It's a conversion of the ancient Irem arcade game, and while it's pretty good fun, it's more of an arcade game than a sports simulation and is very primitive compared with games on both Sega machines.

ZZZZZZZZ

Yo, Jaz my man  
I've just read the absolutely brilliant December edition of Mean Machines monthly, but unfortunately I've been asleep for

## OH YEAH?

Dear Jaz,  
I'm getting a Nintendo Super Famicom and there are a few things I'd like to know.

1. When the Super Famicom is launched in Britain, will the British games work on the Japanese machine?

2. Are the games Super Mario Bros 4 and Super Mario Land the same thing?

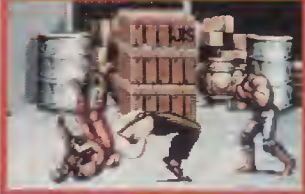
3. What will the games cost?

4. Is the Final Fight a two player game?

5. Do you get two console pads with the Famicom?

Thanks,  
*Jonathan Dunning, Shrewsbury, Shropshire*

**JAZ:** There are no plans to launch the Super Famicom in Britain as yet - Nintendo don't need to yet 'cos their 8-bit machine is already doing very well. Maybe next year? And I don't know whether the Japanese games will be compatible with it when it's released, because Nintendo don't do things that way. Super Mario Bros 4 and Super Mario Land are the same thing. The full name of the game is Super Mario Land: Super Mario Bros 4. Games? Use your initiative and check the ads. Sadly, Final Fight is not a two-player game. But console yourself with the fact that you get two control pads with the machine.



I can't believe how many questions I had this month. There were plenty of interesting ones, the best of which are printed here, but there were also about a million totally crap ones, such as "what games are coming out on the Megadrive, and which of them I should buy". If your questions aren't reasonable - after all, how am I supposed to recommend a game that hasn't even been seen yet - they won't be printed. So if you do have some questions, make sure they're answerable!

And the address to write to is: **JAZZA "THE FLAMIN' ORACLE", O+A, MEAN MACHINES, PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.**

## WHAT'S THIS PANTHER THING?

Dear Jaz,  
Whilst talking to my buddies about

getting a Megadrive, one of them told me to wait for the new Atari Console. "What new Atari Console?" I thought to myself. Is it possible that the Mean Machines crew has been hiding a secret? It's said to have graphics and sound that outdo even the Neo-Geo and Super Famicom. And, according to my source of info, it has a palette of - wait for it - 16,000,000 colours! He also told me it's expected to cost about 200 and will be released around August. Is this one great big porky of a lie, or is this one great hot machine? *Matt Mine, Haslemere, Surrey*

**JAZ:** Everything about the Panther is rumour - an early prototype of the machine was only recently secretly shown to potential developers. The machine is reputed to have powerful capabilities, but I don't think it'll be - wait for it - quite as good as your so-called buddy thinks it is. If you want to hang around for ages to see what it's like, do so by all means. But why bother when you already know what the Megadrive is like, and that it's already got a load of great games available for it?

30-32 FARRINGTON LANE, LONDON, EC1R 3AU. The answer to questions three, four and five is no, no and no. And finally, John Madden's Football is the finest two-player entertainment you can get on the Megadrive.

## TWO QUICKIES

Dear Jaz,  
Could you please answer the following questions, if possible.

1. If you want to link up on the Gameboy to play two player games, do both players need a copy of the game?

2. Do you know when - or if - the following games will be released on the Megadrive: Alien Syndrome, Pang and Bubble Bobble

Cheers very much,  
*Jimmy the Reptile, Strange World*  
JAZ: Well, you silly ole' lizard, you do need two copies of a game if you're playing emulaneously on the Gameboy otherwise it won't work. Super Bubble Bobble might appear one day, but the other two are very unlikely candidates for Megadrive release.

## CAN I KNACKER MY TELLY?

Dear Jazza,  
A debate's been going on for some time about computers and games consoles running a colour television set. Is this true? Will using my Nintendo knacker up our television? (And if so, why?)

Also, in Japan, has Nintendo made a version of Super Mario Brothers 4 for the Nintendo, as well as the Super Famicom, or do you suspect that they're just going to slowly phase out making games for the Nintendo.

Thanks for your time,  
*Alan Clarka, Far Colton, Northampton*

JAZ: Once upon a time, when video games were new and creepy (and we're talking the really old Pong-type games), they used to knacker tellyes if they were used constantly. The signal from these machines was very strong, the games were displayed in black and white (and I mean black and white, not

ehedee of grey) and the screens were always static, so that prolonged use would "burn in" an image onto the TV screen. So even after you'd switched the games machine off and were watching normal programmes, you'd see a "shadow" of the border and outlines of the screen. However, these days technology has advanced and there's no risk of ruining your screen. So don't worry about it. Super Mario 4 is on the Super Famicom only. So now you know.

## COMPATIBILITY WORRIES

Dear Jaz,  
I'm getting a Gameboy for Christmas, so by the time you read this, hopefully, I'll already have it. I was wondering if the official Gameboy is compatible with software from Japan and America.

*Matthew Waits, St Albans, Herts*  
JAZ: Yep.

## WHATEVER HAPPENED TO ROB?

Dear Jazza,  
Please can you tell me whatever happened to ROB the Robot and Gyromite for the Nintendo. I've tried everywhere to get them but they're always gone. Can you tell me if they're still in stock, and where can I buy them separately?  
*Stuart Downie, Naim, Scotland*  
JAZ: Due to the fact that there were very few games made for ROB, he's been dropped in Japan, America and in the UK. A shame really, because he was quite a neat little machine.

## CATCH THIS

Dear Jaz,  
I'm writing to ask you these Megadrive questions.

1. When will the modem be out for the official Megadrive and won't

it cost a lot to play a game over the phone (particularly the long winded ones), or is the price of a call specially reduced?

2. When you reviewed the Super Famicom in the Console Book 4, you said it was the most impressive console yet. Does this mean that it's cheaper and BETTER than the Megadrive?

3. When are Shadow Warriors and Strider coming out for the Megadrive (Officially) Also, is Calliope Games going to come out for it?

*Robin Peters, Billing, Nr Liverpool*

JAZ: I don't think that the Megadrive Modem will be ever launched in this country. It's a nice idea and all that, but it works out very expensive because you pay normal phone call charges! You must have read what we've said about the Super Famicom. It IS better than the Megadrive, and everything else for that matter. Strider's already officially out. Shadow Warriors is looking doubtful at the moment, but Calliope Games is a strong possibility - keep watching the news.



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GUARANTEED FAST DELIVERY

## GAME BOY

### GODZILLA

To obtain the Sound Test all you have to do is hold down all the buttons (a reset in other words) if this is done twice in a game you'll be on the sound test screen. Left and right select the sounds and button B plays. David Millard of Gloucester was the wonderful person who supplied this hint.

### SUPER MARIO LAND

This cheat is a bit of an odd one - you have to have completed the game! When (and if) this is done, wait until THE END is displayed on screen. Then press start, and Mario's head should appear instead of the usual mushroom. Complete the game in this more difficult mode, then upon reaching the title screen again there will be a level select. Simply press A or B to choose a level, Ta to Peregrine Lobb of South Ruislip for that.

### GARGOYLE'S QUEST

Anonymous from Warley, West Midlands, has sent in codes for this great game. They are as follows.

REALM 1: F98X - IK6A  
REALM 2: GQQC - YHT8

REALM 3: 4TRH - YEYE

REALM 4: BTGL - RUDH

REALM 5: TEHW - AZGL

REALM 6: CINZ - 4DRW

REALM 7: 04UZ - LWG7

REALM 8: EEWY - LNAT

The first realm can be started with busker megic, fmgernal and gremkin stick by entering:

BMFD - HQT6.

## MASTER SYSTEM

### ALTERED BEAST

When the words "Sega Master System" appear, circle the directional pad and repeatedly press button 1. You should now have five lives instead of three. Supplied by Michael Long of St Helens, Merseyside.

### PSYCHO FOX

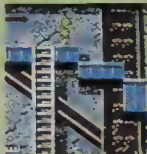
At the top of the lower of spring boards is a warp. Choose a tube and as you descend you appear on a certain level! Supplied by Gem and Shay of Dungiven N Ireland.



## NINTENDO

### TURTLES

To beat the huge turtle at the end of the game, be sure to have the scroll weapon from level three. Hit him once, jump over him to the ledge near Splinter, then hit him again and keep firing until he dies. You don't need to take any damage at all! Thanks to Gavin and Shay, Dungiven N Ireland.



### LIFE FORCE

Near the end of level one, just before the Big Brain, there are two cell walls. If you shoot your way through the second one right at the top, you'll be awarded with an extra life! P Tweedle of Liverpool supplied that handy hint.



# FINAL FIGHT



It's a tips city this month! We've got special Final Fight cartoon tips, drawn by our own hero in a cardboard box, Gary Harrod. There's a fabulous Indiana Jones and the Last Crusade map to help you through the game, and we've also got a load of stunning mini-tips and also a well-pecked Helpline. If you've got anything good in the way of tips, cheats, maps or whatever, send them in to: MEAN MACHINES TIPS, MEAN MACHINES, PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU. Don't forget, there's £150.00 worth of software on offer for the best tips of the month - so get writing!



## SHADOW DANCER

On the bonus stage of this slash 'em up, avoid killing any of the enemy ninjas, and at the end of the stage you'll be awarded with an extra life. Thanks to David Jeffery of Rochester, Kent, for that helpful tipote.



## JOHN MADDEN'S FOOTBALL

Stuart Hitchcock of Darford, Kent has sent in some codes for the greatest of Megadrive sport games. He feels that Cincinnati is the best all-round team, and Gary Harrod agrees in his endearing, tramp-loving way. Anyway, here are the playoff passwords.

### 0076310 (SEMI-FINAL)

New York vs Washington  
Denver vs Houston

### 0476314 (FINAL)

New York vs Houston

### 0633253 (FINAL)

Minnesota vs Pittsburgh

### 1111111 (SEMI-FINAL)

San Francisco vs Chicago  
Minnesota vs Cincinnati

### 3333333 (SEMI-FINAL)

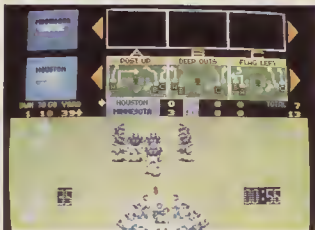
Philadelphia vs Chicago  
Denver vs Buffalo

### 0631573 (FINAL)

Philadelphia vs Buffalo

### 0673125 (FINAL)

San Francisco vs Kansas City





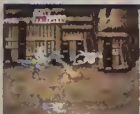
## SUPER MONACO GP

Matthew Bakir of Romford has sent in a password that allows you to join Maddona's team for the races

00G3 NBCG E100  
0000 080H 00HC  
2435 E689 7ABD FG90  
0000 0001 0000  
0000 A200 19C0.

## GOLDEN AXE

It's possible to begin this fine beat 'em up with nine continues - that's 30 lives in total! Simply select a one-player game, choose arcade mode, then press and hold the bottom-left corner of the control pad, making the warriors spin continuously. Next press A and C simultaneously, then let go of everything and press start. This one definitely works, and many thanks to M. Siv of Holloway, London for this great cheat.

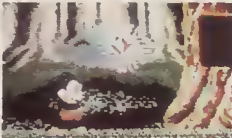


## MICKY MOUSE

Stephen Guy of Leeds has sent in his tips on how to defeat the end of level baddies in this brilliant platform game. Here goes:

### LEVEL ONE

Stay at the bottom left-hand side of the screen, and when the log comes, jump up and over it. The log will then hit the tree and some acorns will fall. Avoid these and either fire at or jump on the log. Repeat this and you'll eventually kill the wooden wonder.



### LEVEL TWO

Having plenty of balls is an advantage for this task, so collect as many as possible on the previous level. Duck when the clown's arms are extended, then leap up and fire a ball at his head after the springs have landed. If you run out of apples, use the springs to leap on the clown's head.



## MEGADRIVE

## TIPS



秘技

### LEVEL THREE

Use bells to kill the gremlins. When the skull statue moves up, position Mickey about three quarters of the way across the screen. Little creatures jump down from the top of the statue and bounce around. Just throw a ball at each one and get rid of them all to finish the screen. It's ever so easy, so you shouldn't have too many problems.

### LEVEL FOUR

To kill the Pete's Dragon lookalike, stay on the middle platform, as this is the safest one to operate from. When the dragon appears, lob a ball at its head. If you run out of balls, leap high into the air, go into bottom bomb mode and land on its head. It takes a bit of practice doing it this way, but it's possible to kill it using this method.

### LEVEL FIVE

Killing this man isn't easy. Walk up to him and get your finger ready on the jump button. When he grits his teeth you can either jump away from him and throw a candle at him, or jump towards him and bottom bomb his head. He turns redder and redder each time you hit him, and when he's bright red, one more bottom bomb will kill him.

### LAST LEVEL

The evil witch Mserabel herself! When all the ghouls have been fired at you, go to the top right hand and wait on the left hand side of the platform. Wait for the witch to appear below you and dodge the ghouls she fires at you, then quickly bottom bomb her head. If she appears on the right of the screen, jump to the bottom left hand corner of the screen and return to your previous position as soon as the ghouls have been



SEGA

TIPS



秘技

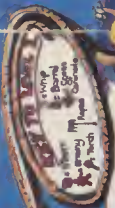
# DIANA JONES

# IN LAST OF THE CRUSADE

Castle Crunwald

## Level 2 Castle Crunwald

Descend down the levels of the castle dungeon, get the shield and then make your escape by climbing the castle walls by following the enemy's zip line.



## Level 1 Caves Of Colorado

Make your way through the cave system, fend off bear guards and pick up whips and torches, till you find the cross of Coronado. Then make your escape at the top of the circuit train.

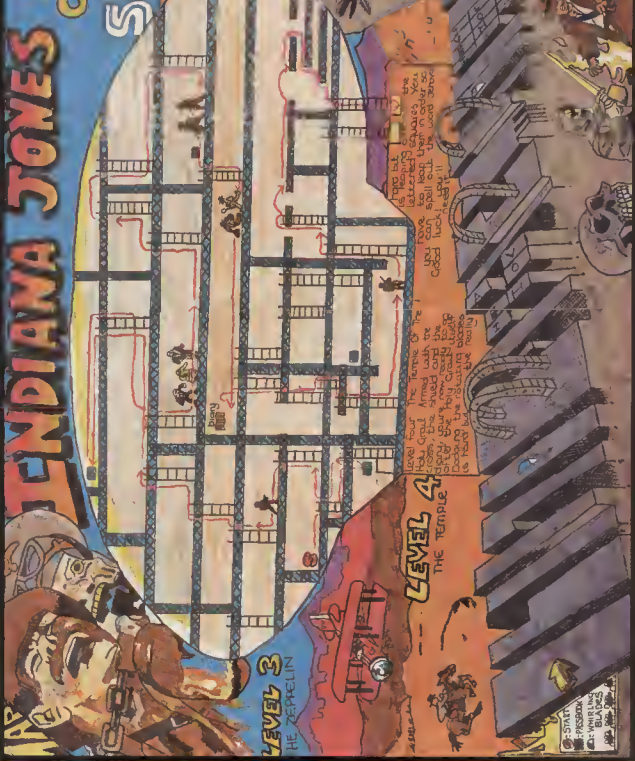


# INDIANA JONES

AND THE  
**LAST  
CRUSADE**

# SEGA

**Level Three On Board**  
The Zeppelin  
No time to get our  
feet on the ground!  
No time to get our  
feet on the ground!  
No time to get our  
feet on the ground!



**LEVEL 3**  
THE ZEPPELIN

**LEVEL 4**  
THE TEMPLE

**Level Four**  
The Temple of the  
Holy Grail. Armed with the  
cross and shield and the  
holy grail, you must find  
the Holy Grail before  
Dagon the Reluctant Bloater  
is here but the really

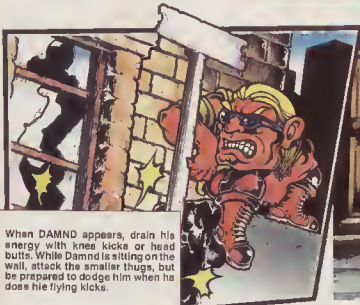
Have to be the  
brave and square. You  
can still get in order so  
good luck! You'll  
need it!

- STAY
- PASSAGE
- WHIRLING
- BLA BLA

THIS BRILLIANT MAP WAS SENT IN BY GARY MARR OF PARSON CROSS, SHEFFIELD. CHEERS GARY - LET'S HAVE ANOTHER ONE PLEASE!

# FAMICOM TIPS

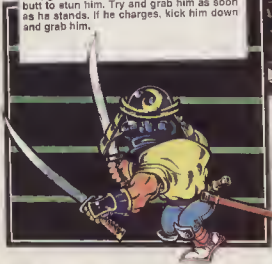
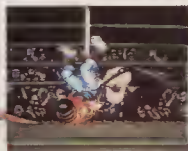
If you were lucky enough to get a Famicom for Christmas, you may well be getting a bit of street hassala from this fab-you-lus arcade conversion. And so were we. For a while... Luckily, your old mates at Mean Machines were quick to sort out those end-of-level muthas, and with the aid of Gez's paintbrush wa present the Final Fight Guide To Kickin' Butt...



When DAMND appears, drain his energy with knee kicks or head butts. While Damnd is sitting on the wall, attack the smaller thugs, but be prepared to dodge him when he does his flying kicks.



Never get in front of SODOM when he's armed with swords. Move above or below him, grab him and either knee kick or head butt to stun him. Try and grab him as soon as he stands. If he charges, kick him down and grab him.





# FAMICOM TIPS

Fight EDIE with the same tactics as Sodom, but use punches instead of grab attacks. Finish with a throw and use his spare seconds to reposition yourself. Try and stay close when he draws his gun - he only shoots when he's far away. Finish him off with knees kicks.



## BIG BONUS BADDIE BASHING

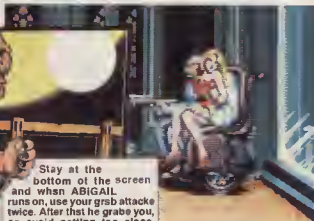
Earn some extra points with these skill bonus stage tips!

At the end of Level Two you come across a rather nice car - but it belongs to one of the villains, so what else is there to do but to smash it to bits! Grab an iron bar and do as much damage as possible before time runs out for big points!

Equally violent is the bonus round which appears at the end of level four. Set in a glass factory, you have to march between the panes, hitting the centre of each one to smash it. If you miss the centre the glass only cracks, and if your fist touches the edge of the pane it spins round and hits you!



The boss - CROSS-BOW. He fires his weapon if you walk in front of him, so keep moving and use sneak attacks. It's tricky to grab him, so stick to punches and kicks. Throwing enemies at him puts him off balance. Cody and Guy can deflect crossbow bolts fired horizontally, not diagonally.



Stay at the bottom of the screen and when ABIGAIL runs on, use your grab attacks twice. After that he grabs you, so avoid getting too close. When he charges you must punch in his direction.



**USER****FRIENDLY**

Can't find that vital super sword to beat the final guardian in your favourite game? Are you constantly being beaten by some seemingly

Indestructible super-baddie or other? Well, here's where your problems can be sorted. Write in to the **MEAN MACHINES TIPS Helpline** with your question, and Julian "Jaz" Rignall, Captain of the UK Video Game team will see if he can supply you the answer. If not, we'll throw the question open to other readers, who might be able to help. Write to: **MEAN MACHINES TIPS HELPLINE, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.**

Oh, by the way. When you write in, don't just say "I'm stuck in Shnobi (or whatever), please help me". I need to know what your exact problem is, otherwise I won't be able to answer! Okay?

**USER****FRIENDLY**

# TIPS HI

## STUCK ON MARIO

Dear Jaz,

I can't get to the end of 8-4 on Super Mario Bros. Please tell me how to do it and what happens at the end of the game.

*Patrice Chadderton, Birmingham*

**JAZ:** From the start of the level 8-4, run over the first two pipes and go down the third one. When you get to the floating pipe, stand a couple of blocks in front of it and jump - there's a hidden block there which lets you get onto the pipe so that you can go into it. Now go over three more pipes and go into the fourth one. Now just keep on going and you'll get to the end of the level where the final baddie awaits.



## MOONING ABOUT

Dear Jaz,

I'm stuck on Moonwalker on level 4-3. I've kicked every spider and opened every "no dancing" sign and gone into every cave, but I can't get the last child. Where is it?  
*Gary Tomlinson*

**JAZ:** I can't understand your problem - you obviously haven't explored everywhere because the children are all hidden in the places you say you've looked. While you're going through the level, draw a map and tick off the places you've looked - you'll find the place you keep missing.

## PHANTASY STAR FREAK

Dear Jaz,

I'm stuck on Phantasy Star. You see, I can't find Lassic's Castle and I also can't get the torch or the miracle key.

*Andrew Spicer, Epping, Essex*  
**JAZ:** The torch is in the Corona Tower - in there is a Dezorian who'll trade you the torch for your Amber Eye. After you've got the crystal, go back to level one and take the stairs heading upwards at the bottom right hand corner. Follow the instructions on the enclosed map. If you explore the levels you'll get the miracle key. Once

you've got everything, go through level 13 and you'll find yourself on the roof of Aaya Malay. "Use" the prism and then the nuts and you'll fly to Lassic's Castle.

## WE WANT MEGAPLAYERS

If you're a gamesplaying genius, why not put your name forward for the **MEAN MACHINES TIPS Helpline**. Just write in with your name and address and tell us which games you're good at. We'll print your details in the magazine so that other fellow players can write to you for help - you might even make new friends!!! The place to send all



# HELPLINE

your Tip Helpline letter is: **MEGAPLAYERS TIPS HELPLINE, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.**

## MEAN MACHINES MEGAPLAYERS

Here's where you see games players can offer your services and become an honorary MEAN MACHINES Megaplayer. Other readers can write to you and ask for information on games that you know inside out. If you write to a Megaplayer, don't forget to include a stamped addressed envelope! It's nice enough for these people to put their names forward to help you - it's a bit of a cheek asking them to pay to send you a reply!

## MEGADIVE MEGAPLAYERS

Ah! A Megadive Megaplayer. If you've got yourself into a fix on ESWAT, DJ Boy, Golden Axe, Final Blow, Super Shinobi, Super Real Basketball, World Championship Soccer or Mr Kometsue, write to Jacob Kennedy, 74 Esmond Road, Chiswick, London, W4 1JF.

Alan Frost is a Megadive player par excellence. He knows Golden Axe, Moonwalker, Rambo III, Balman, Forgotten Worlds. Write to him at 1 Huntspiel Cott, Brunswick Road, Deepcut, Camberley, Surrey, GU16 6RT.

If you're a Megadive player in dire straits, why not get into contact with Paul Bristol, 60 Plexial Road, Erith, Kent, DAB 1NL. He's an expert on Ghouls 'n' Ghosts, Thunderforce III, Psycho Fox, Generation Wolf, Super Real Basketball, World Games, Forgotten Worlds and Slinder.

Paul Haseldine stresses that he is a truly slier player who's willing to give any tips on Ghouls 'n' Ghosts, Super Shinobi, Altered Beast, Thunderforce III, ESWAT and Forgotten Worlds. Write to him at 2 Ilkeston Road, Sleaford, Notts, NG9 8JL.

If Forgotten Worlds, World Soccer, Super Monaco GP, Super Hang-On or Altered Beast are giving you hassle, write to John Kaye, 3 Brookfield, Penstone Road, Kirkburton, Huddersfield, W Yorkshire, HD8 0PE

"I'm a mega, mega, mega cool dude" reckons Danny Crystal and reckons he'll give red hot tips to anyone stuck on Moonwalker, Super Shinobi, Shadov Dancer,

DJ Boy, Mickey Mouse, Wonderboy III, Cyberball, Alex Kidd, ESWAT, Super Real Basketball, World Soccer, Ghostbusters and Slinder. Interested? Then write to him at 20 Meath Close, St Mary Cray, Orpington, Kent, BR5 2HF

Need help on Ghostbusters, Golden Axe, Forgotten Worlds, Super Hang-On, Arnold Palmer's Golf, Slinder, Revenge of Shinobi, Ghouls 'n' Ghosts, Altered Beast, Populous, Last Battle, Space Harrier II, Truxton or Thunderforce II and III? Write to D Elox, Gweller Roseworthy, Camborne, Cornwall.

This guy has certainly played a lot of games and is offering help on Air Diver, Altered Beast, Budokan, Forgotten Worlds, Ghouls 'n' Ghosts, Golden Axe, Inspector X, Moonwalker, Mystic Defender, Phantasy Star II, Populous, Rambo III, Super Shinobi, Space Harrier II, Target Earth, Truxton, Whip Rush and Zeryx Golt. He's Greg Martin of 8 Duchray Drive, Rafston, Paisley, Scotland, PA1 3BV.

## MEGADIVE MEGAPLAYERS

The games I hel T Abdo of 37 Blackwood Rd, Strately, W Mids, B74 3PL is offering help on are Fantasy Zone I and II, Alex Kidd in Miracle World, Golden Axe, Psycho Fox, Spy Vs Spy, Double Dragon, Basketball Nightmare and Dead Angle

Michael Long from 104 Whalley Avenue, St Helens, Merseyside,

WA10 6PS can help anyone stuck on Altered Beast, Vigilante, Golden Axe, Chase HQ, Double Dragon, Thunderblade, Hang-On, Wonderboy III, Safari Hunt, Marksman Shooting and Action Fighter

If Alex Kidd in Miracle World, Wonderboy II or III, Psycho Fox, Chase Hq, R-Type or Rampage are providing trouble, contact Thomas Varlow, 75 Greenshaw Drive, Haxby, York, YO38 09

## NINTENDO MEGAPLAYERS

If you live in Berkshire or thereabouts, Peter Nightingale, 44 Melling Close, Lower Eley, Reading, Berkshire, RG6 2XN might have the answers you're looking for. He knows the following Nintendo games - Trojan, Super Mario Bros, Soccer, Tiger Heli, Xevious, Arwulf and Skate or Die.

Nintendo players can ask Carl Busby for help. He knows Ghosts 'n' Goblins, Megamen, Balloon Fight, Rygar, Super Mario II, Excitebike and Balman. Write to him on the address above.

Another Nintendo Megaplayer is John Molnar of 64 Champion Close, Rowlands Hill, Rowells Hill, Leicester, LE5 4EX. He's an expert on Super Mario Bros I and II, Batman, Cobra Triangle, Pro Wrestling, Track and Field II, Gunsmoke, Life Force, Rush 'n' Attack, Tennis and Gredius.

Paul Brown of 97 Windmill Hill, Enfield, Middx, EN2 7AJ is offering super links and tips to anyone who writes to him concerning Bionic Commando, Blades of Steel, Bubble Bobbia, Castlelevia II, Simon's Quest, Double Dragon, Lae Trevno's Fighting Goll, Legend of Zelda, Megaman, Megaman II, Metel Gear, RC Pro Am, Super Mario Bros, Super Mario Bros II, Teenage Mutant Ninja Turtles, Taira, Tiger Heli and Zelde II.

Don't forget - and this is very important indeed - if you write to a Megaplayer, make sure you enclose a stamped addressed envelope for your reply, or you won't get one. Okay?





## REVIEW

Gazza cried because he received a yellow card - how would he react if a solid metal ball hit his face at 80 miles per hour? Speedball is that sort of game. fast, violent, and skillful, and makes rugby look like an 80-minute knitting session.

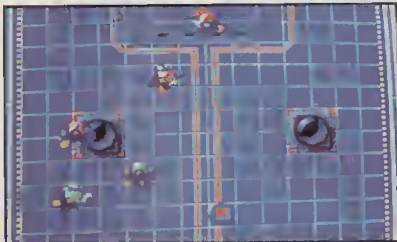
Set in a jaded future, the sport of Speedball pits two teams of five armoured men against each other, with the object of hurling the ball past the opponent's goal keeper to score points. It's a battle of wits, muscles, and power gloves - but skill is the deciding factor.

To liven things up (as if they needed further livening up), power-up tokens appear on the pitch, and these speed up your players, reverse the controls, give one team immediate possession, or do something even more exotic. Coins, however, have a different effect, as explained elsewhere in the review.

Not for the faint hearted, Speedball offers bloody league for its players - are you game?



▲ Collect coins to pay for any of the above "services".



▲ A cash token appears on the playfield. Grab it quickly!



# SPEEDBALL

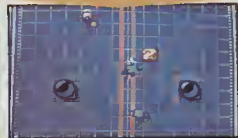
▼ Check out the statelite - Verne should be a cert to win.



▲ Another one in!

## MONEY, MONEY, MONEY

As well as effect tokens, coins turn up on the pitch from time to time. These are well worth collecting, as at the end of each half they can be used to bribe the officials for extra time, or to increase the skills and stamina of the team. Obviously coins aren't worth grabbing if it means missing an opportunity to shoot at goal, but at other times pick them up - it can mean the difference between winning and losing!

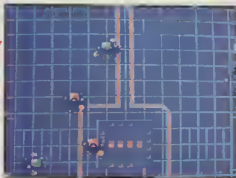




# SOCCERBALL



ERR  
ENON  
1.84M  
60KG  
026  
1C



▲ A green player leaves one of the reds sprawling against a wall. "I went for the ball, ref, with respect..."



▲ Another goal! This is a deastrous turn-up for the vallant red team.

▼ Cowardly greens flee from the oncoming lobe of blashed steel!



▲ Kick off! Well, sort of...

## COMMENT



MATT

Soccerball is one of those games that add another dimension to console software; it's relatively original, exciting to play, and it has a sense of humour. After laughing through a plethora of "told you so" am ups and cretinous oute platform games, this comes as a breath of fresh air to me. My minor criticism is that the speed of the game isn't quite what I'd hoped for; when it's the name of the game, I expected the action to be more fast-paced, it makes little difference to the enjoyability though and this is a superb two-player game. No rules means no limit to the fun - if you've got a friend to play against on a regular basis, make sure you check out this thrilling game.

▼ "Where did you get that hat, dee dum dee dum dee dum..."

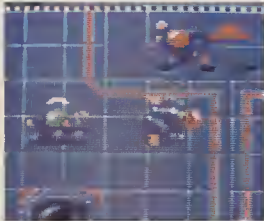




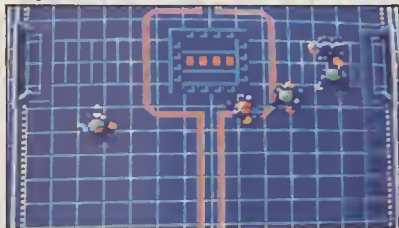
## REVIEW

## CAAN YOU DIG IT?

The influence for this game is definitely the film, Rollerball. Starring James Caan, Rollerball was a sport devised by the powers-that-be of the future to pacify the masses and keep their minds off the events of their corporate-run world. The playing area was a huge inverted dome, around which the teams would race, some on motorbikes, some on rollerskates. As the film continues, the rules are gradually relaxed to create more "excitement", and, not surprisingly, more fatalities. A mixture of action and social comment, Rollerball is one to watch - provided you're old enough for the 18 certificate!



▲ The green team moves towards the opponent's goal.



▲ The midfield action hole up!

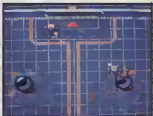
## COMMENT



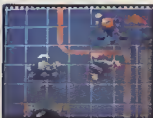
This is a game of two halves, and no mistake. As a simultaneous two-player game it's superb, combining fast and furious (and pretty violent) gameplay with excellent graphics! However, when you play it on single player mode, it's virtually useless. The computer team is a complete joke - I beat him 10-0 on my first game, and continued to win time and time again until I gave up with disgust.

## JULIAN

It's a mediocre game - if it had been playtested properly and given a decent computer opponent, it would be utterly brilliant. As it stands it's recommended only if you always have a second player on hand. If you're likely to be playing on your own, give it a miss. There simply isn't enough challenge to keep you occupied for more than a few hours.



▲ The goal is hit by the ball - towards the other side!



BY: MIRRORSOFT

PRICE: £29.99

RELEASE DATE: MAR

GAME DIFFICULTY: VERY EASY

LIVES: N/A

CONTINUES: N/A

SKILL LEVELS: 1

RESPONSIVENESS: GOOD

1-2  
PLAYERS



## PRESENTATION 85%

An impressive intro sequence, inspired by Rollerball, creates the atmosphere of the game.

## GRAPHICS 84%

The players are reasonably detailed, so is the pitch. It has a great feeling of brutality!

## SOUND 79%

Quite adequate, the sound is unintrusive and suits the game to a tee.

## PLAYABILITY 81%

Fast, frenetic and fun with two players. Quickly gets very boring with one player, though.

## LASTABILITY 76%

Two-player mode offers plenty of long-term laughs. If you play on your own, though, you'll only get a few hours of entertainment out of this.

## OVERALL 79%

A brilliant two-player game, but completely pathetic in single player mode.

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The Gremlins are back, and they're severely annoyed at the treatment they got in their first outing.

Based on the successful film, Gremlins it stars that lovable fellow Gizmo - the fluffy hero of the adventure, and the sworn enemy (and the mother/father!) of the diabolical Gremlins.

Gizmo wanders around the complex of buildings, zapping beddies and evading death and capture. Apart from monsters, yawning chasms and floating platforms present the halcy hero with obstacles that only his skill at leaping can overcome.

When foes are slain, coins are released for Giz to collect. At intermittent points, a shop appears run by an elderly Chinese gentleman, offering the character the chance to purchase extra health, lives, and power-ups. Only one item can be bought on each level, so careful choosing is the order of the day.

Gizmo's weapon has a limited range, but special tokens give bonus effects. Light bulbs act as smart bombs, destroying everything on screen. Gizmo's task is of course to eliminate all the gremlins and their evil henchman, and free the humans from the horror that has been unwittingly released.

## DOUBLE TROUBLE

The original Gremline film told the story of a hapless inventor who, being stuck for a Christmas present for his son, stumbles across a small Chinese shop stocked with a variety of wondrous goods. He buys a strange creature called a Mogwai, and is given a set of strict instructions as to its keep: no feeding after midnight, no exposure to bright lights, and no contact with water. Of course, these restrictions aren't obeyed, causing mass damage by the unleashed Gremlins. The second film starts after Gizmo has been returned. However, his master dies, and Gizmo escapes. Then some unscrupulous scientists get their hands on him, and subject the poor thing to evil experiments until Billy finds and rescues him. However, due to inadequate protection, Gizmo gets soaked again, unleashing the dreaded gremlins.....

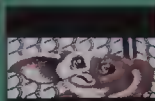


# GREMLINS

## THE NEW BAT



▲ Gizmo checks his goodie bag



▲ Entering the shop gives Gizzy the chance to stock up





## COMMENT

Lordy, a good license for a film sequel! What ever next? Seriously, *Gremlins II* is a great game, pecked with humour and fun throughout. The developers have worked hard at getting the most out of the graphics, making them so accurate and detailed as possible (although it can be tricky at first to judge jumps). The sound is incredible: extra chips have been used to make the music and effects top notch, adding enormously to the appeal of the game. As for the playability, it's of a very high standard, and always fun, with the difficulty pitched so that everyone can progress at first, but later levels can only be passed by skill and practice. The later levels are my favourites, as the difficulty is matched by the increased fun - but the Gremlins themselves are tough opponents!

## MATT

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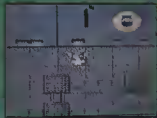


▲ The doorway marks the entrance to the item shop.



◀ The darker corridors contain many dangers and one scared mogwai.

▼ Watch out for the like

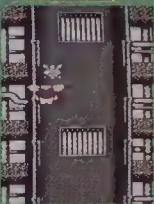


▼ Preparing for the big leap



**NINTENDO****REVIEW****TRIPPING THE LIGHT FANTASTIC**

As everyone knows, gremlins can't stand bright light. Therefore Gizmo's weapons are light sources that send out bright flashes and zap the noddies. Occasionally light bulbs appear that act as smart bombs, destroying everything on screen - so careful timing is needed to use them to full effect. Matches are also useful as weapons, and sending those warped Gremlina running for cover is the Mogwai's aim - get flashing!

▼ *A mine blocks the way.*

**BY: NINTENDO**  
**PRICE: £34.99**

RELEASE DATE: APRIL  
 GAME DIFFICULTY: EASY  
 LIVES: 3  
 CONTINUES: UNLIMITED  
 SKILL LEVELS: 1  
 RESPONSIVENESS: GOOD

**PRESENTATION 94%**

Cartoon-style sequences are present throughout the game, adding loads of atmosphere.

**GRAPHICS 93%**

Large sprites and detailed backgrounds make good use of the Nintendo's capabilities.

**SOUND 88%**

The theme tune and spot effects are great, creating atmospheric gameplay.

**PLAYABILITY 91%**

Plenty of levels and a varied challenge combined with lots of fun make Gremlins II a winner.

**LASTABILITY 82%**

Unlike so many other games around at the moment, this one will run and run.

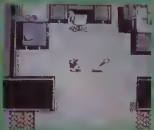
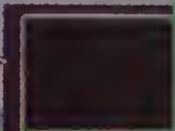
**OVERALL 87%**

An interesting variant on the standard platform game which comes highly recommended.

▲ *A few blasts will split the spider into two smaller ones!***COMMENT**

I didn't think that the Gremlins II film would make ideal console game material, but I was pleasantly surprised when this came into the office. It's a sort of Mogwai meets Commando, with Gizmo wandering around the scrolling screen shooting the ahnoole out of all the evil Gremlins. The graphics are great, with the cute button on maximum, and some of the

animated intermission screens are incredible - easily the most impressive I've seen on the Nintendo. Although it's not the most original game concept in the world, it's brilliantly done to make it thoroughly enjoyable and very addictive. It's quite tough, although there are unlimited continues which help you get far into the action very quickly - my advice is not to use them and you'll get even more lasting appeal out of the game!

**JULIAN**



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All is not well in Cyber City. Criminals are running amok - looting, pillaging and raping the city of all its worth. Quite a lot of people aren't really too pleased about the rampant activities of these heartless crooks, and this includes Cyber City's mayor, who sets up the ESWAT (Enhanced Special Weapons and Tactics) division of the Cyber Police to deal with the evil, criminal menace.

The player takes on the mantle of a hard-bitten SWAT cop, who seems to be dealing with the criminal epidemic all on his own, with only his trusty service pistol for company. In order to prove to the powers-that-be that he's eligible to join the ESWAT elite, two levels' worth of eight-way scrolling platform blasting have to be tackled - each with a very nasty end-of-level crime boss to be exterminated.

Then it's on to all the fun and excitement of donning the specialised ESWAT armour and using all manner of extra weaponry to blast those punks into oblivion!



▲ The SWAT cop in action!

### MURDEROUS MAYHEM

This voyage of digital destruction takes hardened cops through some of the worst districts in town. For starters, our hero takes on the hordes roaming the streets, doling out his own special blend of law-enforcing death to any cone that dare cross his path. Then it's time to strike at the root of the problem by blowing away the remaining criminals in the Cyber Prison. Later on, our hero must enter a laboratory dealing with an experiment that has gone horribly wrong.



▼ Blasting away at level one's guardian.



### DIFFERENT FROM COIN-OP

As you may have gathered, the Megadrive version of ESWAT doesn't adhere closely to the original coin-op version at all, with completely different levels and weapons. But don't let that put you off. We think that this is actually better than the original game, since there's more challenge and variety!

### COMMENT



A metallic cop wanders around dispensing violent, fatal justice to the lawbreakers. Maybe it's just a little bit... but that doesn't sound like the most original scenario of all time! Despite this, ESWAT still manages to be a rather fun game. With its large number of moves and varied foes, ESWAT resurrects an old idea and attempts to bring it to the 16-bit format; and in that respect, it's successful. However one can only tug a dead horse for so long. As with shoot 'em ups, the lack of originality begins to show, and can't be ignored: the armour-clad actions are great, and the backgrounds are quite affective (although there have been many better ones on the Megadrive). So I can only recommend this to slahard (ho ho) platform/shoot 'em up fans - for others there might be different games that would be more enjoyable.

### MATT

As you may have gathered, the Megadrive version of ESWAT doesn't adhere closely to the original coin-op version at all, with completely different levels and weapons. But don't let that put you off. We think that this is actually better than the original game, since there's more challenge and variety!



▲ This plasma cannon is one's main weapon!



## WONDERFUL WORLD OF WEAPONRY

Along with giving the player the benefit of extra armour and powerful gravity-defying afterburners, power-up icons endow the ESWAT suit with a variety of deadly weaponry.

### SHOT

The bog standard cannon which comes as standard on all ESWAT suits. Not much better than a good pistol, but does have infinite ammo.



### SUPER

Just like the normal shot, except that this little baby fires a lot quicker and shoots three times as many shells!



### ROCKET LAUNCHER

Switch to the rocket launcher for some real firepower! This sucker fires off a single missile that hugs the ground before destroying its target!



### PLASMA CANNON

A real man's weapon, the plasma cannon has a far wider range and power than any of the projectile firing weapons.



### FIRE



The ultimate in smart weaponry, the fire option can only be used once and fires off a truly devastating blaze! The suit also spins around incredibly quickly thus grilling all enemies at any angle.



## REVIEW



▲ Trouble at the science labs...



▲ One man, strutting er-mour clad dude.

## COMMENT



After the disappointing Master System version of ESWAT, it's nice to see that the Megadrive game is a whole lot more playable, with classy audio-visuals to match. It's also quite difficult with even the easy level being a great challenge to complete. The super extra weaponry is simply the icing on a pretty substantial cake. Although it's nothing much like the coin-op

**JULIAN** original, I actually think that the Megadrive game is a lot better than the arcade, with better weapons and more addictive gameplay. Highly recommended to all blasting addicts.



▲ Meet your next target here.



## COMPLETE GUIDE TO ICONS

Along the path to the end of each level, there are plenty of icons lying around that ESWAT cops can use to prolong their crime-busting activities.



**LIFE UP:** Pretty obvious really. Collection of this icon gives the player ancilar life



**FE UP:** If that energy bar is beginning to look dangerously low, pick up this icon will give the player some more energy to play with.



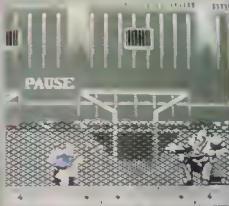
**LIFE MAX:** A sort of designer version of the Life Up, this little pleaser endows full energy!



**BURNER MAX:** ESWAT officers can collect maximum fuel for their burner units by picking up this wanderous icon



▲ Infiltrating Cybar Prison.



▲ Level two's boss in all his glory!



BY: SEGA  
PRICE: £34.99

RELEASE DATE: OUT NOW  
GAME DIFFICULTY: MEDIUM  
LIVES: 3  
CONTINUES: 0  
SKILL LEVELS: 3  
RESPONSIVENESS: GREAT



## PRESENTATION 94%

Great in-game presentation screens that give the game a great feel. One of the best presented Megadrive games available.

## GRAPHICS 90%

There's a great variety in the sprites and backdrops, and some brilliant pixel art scrolling effects.

## SOUND 87%

Exciting tunes and hilarious speech never heard a SWAT cop with an upper-class accent?

## PLAYABILITY 87%

Good, down-to-earth blasting mayhem that's almost annoyingly addictive!

## LASTABILITY 86%

The slightly repetitive action is more than made up for with plenty of extra weapons and varied levels.

## OVERALL 87%

Not a very close coin-op conversion but a damn playable game in it's own right. Go for it!



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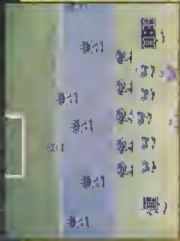




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By the way, entries cannot be returned.

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# TOP 10 CHARTS



## MEGADRIVE

- 1 ◀ GOLDEN AXE
- 2 ◀ REVENGE SHINOBI
- 3 ◀ POPULOUS
- 4 NE JM'S FOOTBALL
- 5 ▼ FORGOT'N WORLDS
- 6 NE WC ITALIA 90
- 7 ◀ BUDOKAN
- 8 ▼ GHOULS 'N GHOSTS
- 9 NE SUPER MONACO GP
- 10 NE AP'S GOLF



▲ Monaco GP roars into ninth place, and will undoubtedly climb further.



▲ Palmer's Golf benefits from its appeal to Dads, and climbs into the charts.

## MEGADRIVE

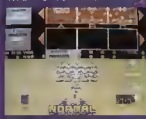
Huzzah! The charts are rockin' and rollin' this month, with loads of super new entries all boilin' and rollin' in the hezy, crazy top ten. The top three are all just like they were last month - bo-o-o-ring - but John Madden bursts in at number four like a fifteen ton blancmanga. Further down there's plenty of new faces in the guise of World Cup Italia 90, Super Monaco GP and Arnie Palmers Golf.

*It's still there!* Golden Axe surprisingly hangs on to top place again. ▶



## PREDICTIONS

MEGADRIVE: JOHN MADDEN'S  
SEGA: COULDO BE WONDERBOY II  
NINTENDO: TURTLES



# ALL FORMATS



# NINTENDO

- 1 ► MUTANT TURTLES
- 2 ▲ DOUBLE DRAGON II
- 3 NE SUPER MARIO II
- 4 ▼ BATMAN
- 5 ▲ ADV OF LINK
- 6 ▲ LEGEND OF ZELDA
- 7 ▼ TRACK AND FIELD II
- 8 NE MEGAMAN
- 9 ▼ BUBBLE BOBBLE
- 10 ◀ COBRA TRIANGLE

## NINTENDO

The green hero types hang onto their numero uno position, but can Double Dragon II beat them from their numero two-o position? Who knows? Not us, for sure. The rest of the cherts are the same bunch of lamellar faces we've been seeing over the last couple of months - even the new entry is an old game. Let's hope there's some new stuff next month, eh?

▼ Will the bubble burst next month?



▲ Megaman uses his bubble lead to gain entry to the cherts.



▲ Show off your posing pouch with Track and Field II.

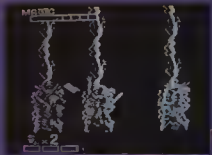


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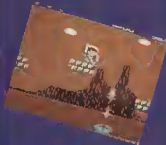
- 1 ◀ GOLDEN AXE
- 2 ▲ WONDERBOY III
- 3 ▲ NINJA
- 4 ▼ CHASE HQ
- 5 ▲ OPERATION WOLF
- 6 NE WC ITALIA 90
- 7 NE SUPER MONACO GP
- 8 NE COLUMNS
- 9 ▲ GOLFAMANIA
- 10 ▼ WORLD SOCCER

## MASTER SYSTEM

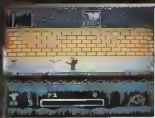
Golden Axe is still at the top - buy something else you boring poo-bags. Wonderboy III thunders up the cherts, and budget-priced Ninja surprises everyone by creeping up to number three. The utterly rubbish World Cup Italia 90 plops into the number five slot, and plops is definitely the operative word, and the ter more deserving Super Monaco GP and Columns come straight in at six and seven respectively. And that's about it, really.



▲ Yawn, yawn. Golden Axe defies reality and is still listed as top dog.



▲ Woof, woof. The unplayable WC Italia enters at number six.



Five years after their heroic victory over Zuul and Gozer the Destructor, the Ghostbusters find themselves in dire straits (playing lead guitar, presumably). The city of New York is suing them for the damage caused during the battle, and public opinion has turned against them - so there's no work coming their way. Things are desperate, and the Busters need an emergency to save their jobs...

The first level of the game takes place in the sewers under the city, where one (it's unclear which) of the heroes travels through the slimy place, zapping ghouls and avoiding glam spiders and disembodied hands. Once this section is cleared, it's into the Ectomobile and through the tenement buildings.

Hosts of ghosts attack, and the Ectomobile can fire and jump (?!) to bypass foes and obstacles. After that, the action moves to the museum which has to be cleared of epooks. A walking Statue of Liberty makes an appearance, and then it's on to the final showdown with Vigo.

MEAN MACHINES

## GHO

## COMMENT



Ghostbusters fails to impress me in any way. The graphics are bland in the extreme, the sound is a tinny reproduction of the theme music, and the game play is monotonous.

## MATT

The blurriness of the screen is distracting, and the game simply switches from left to right scrolling to right to left scrolling - not very exciting or original. Only one level stands out as being anything other than average, and I'm afraid that isn't enough to push the game past the dodgy situation it finds itself in. So although Ghostbusters II can be fun for a short while, I can't honestly recommend it as a purchase.

▼ *Splat! He stimed me!*





# GHOSTBUSTERS II

▼ *Doesn't he do a lot of talking for a dead guy.*

## BUSTIN' MAKES YOU FEEL GOOD

Released just over a year ago, Ghostbusters II was the rather disappointing sequel to one of the biggest-grossing comedies of all time, the 1984 mega-hit Ghostbusters. It once again starred Bill Murray, Dan Aykroyd, Harold Ramis, Ernie Hudson and Rick Moranis bustlin' ghosts in New York, but sadly the film simply failed to deliver the laughs and fun of the original movie. If you're after a good evening's entertainment, rent the Ghostbusters video instead.



I, VIGO, THE SCOURGE OF CARPATHIA, THE SCORCH OF MOLDOVA, WILL DEFEAT YOU.

▲ *You lose... and Vigo's mug tears over The Big Apple.*



## COMMENT



I didn't think that this was all that bad as game as go. It's pretty challenging, and is enjoyable in a frustrating sort of way (there are lots of horrible surprises to catch out an unsuspecting player) and there's plenty of variety so that you won't get bored quickly. However, I must admit that if I was forking out my hard-earned cash for it, I'd expect better visual and aural presentation. The graphics are feeble, with blocky, poorly animated sprites and matt backdrops and the sound is very average. A shame, really, when you consider that Ghostbusters II is actually fun to play. Take a look by all means - but don't expect to be bowled over.

**JULIAN**  
The graphics are feeble, with blocky, poorly animated sprites and matt backdrops and the sound is very average. A shame, really, when you consider that Ghostbusters II is actually fun to play. Take a look by all means - but don't expect to be bowled over.

BY: NINTENDO

PRICE: £34.99

RELEASE DATE: MAR

GAME DIFFICULTY: MEDIUM

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SKILL LEVELS: 1

RESPONSIVENESS: GOOD



## PRESENTATION 82%

Generally quite good, the still screens revolve around the plot of the film with pictures of Vigo and the team.

## GRAPHICS 49%

Ugh! Blocky sprites jerk their way around the screen in front of poorly-represented backgrounds.

## SOUND 45%

The Ray Parker Jr tune is neatly measured and there are also horribly tinny spot effects.

## PLAYABILITY 68%

The action is tough, but is straightforward enough to let you easily get into the game.

## LASTABILITY 51%

Quite tricky to master, and there's plenty of variety. However the lack of originality plus the poor visuals detract from the lasting appeal.

## OVERALL 57%

A potentially good game ruined by awful graphics and sound. Try before you buy.



Mario's been involved in some pretty wild Adventures of Tele-whal with the Nintendo Super Mario games, but with this all-new puzzle game, Mario's moved into medicine! And a good thing he has too, because one of the experiments in the Mushroom Kingdom Hospital has gone drastically wrong and horrid viruses are spreading everywhere!

Luckily good old Mario has developed a super vitamin with which to combat the menace - but he needs your help in dealing with the molecular measles!



▲ Mario prepares to hurl a purple and blue tablet into play!

COMMENT

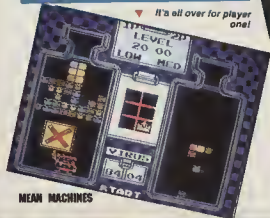


At first sight this appears to be yet another Tetris clone. Investigation reveals that the gameplay is considerably different - destroying the viruses (that should be viri, but I'm a smartass) (well, according to my Collins English Dictionary it IS viruses, but then I'm a smartass too - Jaz) is a tricky procedure that requires a strategy that's close to - but not the same as - Columns. As with all puzzle games, Dr Mario has

MATT

a problem with its long-term playability: it's great fun for a while, but you'll be bored with it soon. However, it's definitely one to be dug out of the cupboard at Christmas. It's as addictive as Tetris and Columns. Still, it's a must-buy for all puzzle fans.

▼ It's all over for player one!



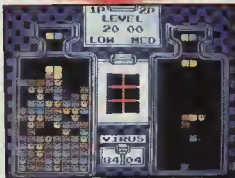
MEAN MACHINES

DR



GERM BUSTIN'!

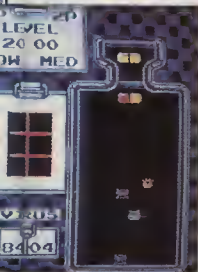
To anyone who has played Columns on the Sega or Megadrive, the main gameplay will be rather familiar. Mario chucks down pile of two colours and it's your job to arrange them in rows of four or more of the same colour. Include a virus in the chain and it'll vanish! The object of each round is to rid the jar of all the germs - it's as simple as that.







# MARIO



## TWO CAN PLAY AT THIS GAME!

Simultaneous two-player action addicts will be pleased to know that Dr. Mario allows two aspiring medics to play head-to-head! Two medicine bottles appear on the screen and the object of the game is much like the one-player game, except that if you manage to eliminate two or more rows or columns at once, some obstructing random pieces will fall down into the opponent's bottle!

## COMMENT



I liked Columns a lot, but in places it was ridiculously easy. But Dr. Mario's even better, what with dealing with all the game as well as creating the columns. When you first start playing, clearing the screen of germs is quite a tall order but once you've got the hang of it, there's time to keep you glued - like creating cunning multiples for example. Dr. Mario is a

**JULIAN** mega-addictive game that certainly deserves a place in any NES owner's collection, although if you're after a single puzzle game to keep you occupied, Tetris still rules.



▲ Line up this tab end get rid of the blues.

## MARIO MADNESS!

If you're fretting over the fact that Mario's hung up his trendy dungarees and cap for a surgeon's costume, then have no fear! Super Mario Brothers 3 is penciled in for a UK launch later on this year, and from what we've seen of it, it's a veritable NES cartridge masterpiece featuring tons of levels and plenty of platform puzzling. Also, Mario fans will be pleased to hear that he's also got his own new game on the mega Super Famicom - and it's amazing! Turn to page 84 for the juicy details!

## Dr. MARIO

1 PLAYER GAME  
2 PLAYER GAME  
© 1990 Nintendo

BY: NINTENDO

PRICE: £34.99

RELEASE DATE: MAR

GAME DIFFICULTY: EASY/MED

LIVES: 1

CONTINUES: 0

SKILL LEVELS: 20

RESPONSIVENESS: GREAT

1-2

PLAYERS



## PRESENTATION 74%

Loads of options very similar to Tetris though there isn't that much in the way of presentation screens.

## GRAPHICS 72%

Very simple, but they serve the purpose well enough.

## SOUND 78%

A choice of two terrific tunes - "Fever" and "Chill" (groan!)

## PLAYABILITY 91%

Meicing up the pills and eliminating the germs is a great laugh and instantly addictive.

## LASTABILITY 87%

The look never seems to grow stale - this'll have you coming back for months!

## OVERALL 88%

A really addictive NES puzzler that more than deserves purchase.





REVIEW

Big Dick's in town! Sworn to eradicate crime, the vigilante Private Investigator has decided to mend the environs in search of mendicants, penhandlers, and buskers. Well no, he's actually a fix Big Boy, Flattop, Itchy, and other crooks with silly names in order to clear the city of their evil presence (and appalling body odour).

A horizontally scrolling game, Dick Tracy is set over 18 levels of action, starting outside the police station and progressing to the underground HQ at the end of the game. Dick walks along, and is able to punch or shoot the villains in his path, as well as spray bullets from his tommy gun at those foes in the distance. Dither levels have our hero standing on the running board of a car, trying to survive the hail of lead coming in his direction.

Bonus stages appear from time to time, where Dick shoots pop-up targets for extra points - providing he doesn't hit too many good guys! This also gives a welcome break during the eighteen levels.

Although he has unlimited bullets in his revolver, Dick only has up to three magazines for the tommy gun. So accurate shooting is needed if the man in the yellow mac is going to triumph over the forces of evil.



Dick's as dead as a doornail.



Tracy's a nuss shoot 'em up game with a lot of good guys!

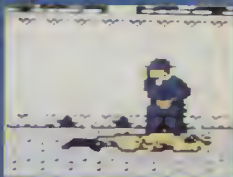


Dick sprays the road to eliminate the baddies.

BIG SCREEN DICK

Warren Beatty's portrayal of the classic comic character on the silver screen received a mixed welcome from the critics and the public. Beatty insisted that the movie was filmed in as close to four colours as possible (comic books in the States were printed in four colours). Many famous actors appeared in cameo roles, such as Al Pacino, Dustin Hoffman, and Danny Kaye. It failed to make as much money as hoped - probably because Tracy is not as internationally famous as, say, Batman.





After a heavy shooting, Dick writes to the floor.



Fast action gets rid of any malingering gangsters.



Tracy can climb the trains as well as walk the streets.

## COMMENT



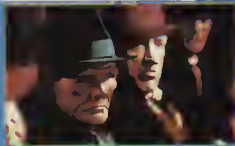
**JULIAN**

Dick Tracy takes a bit of getting used to, since it has rather slow joystick responses and a slightly strange control method, but once you get over that first hurdle, you find an addictive and challenging game hiding beneath. Although there's not a lot of variety, I found the reaction-testing gameplay thoroughly enjoyable since you've got to watch several things at once. There's plenty here to please about 'em up fans, and the graphics are very similar to the four-colour film. If you're after a good blast, check this out.



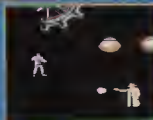
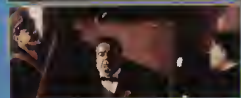


## REVIEW



## DICK SHOOTS OFF

The bonus level consists of cardboard pictures, portraying civilians, gangsters and policemen that spring up every couple of seconds in a random order. This player must quickly shoot the bad guys, taking care not to kill any of the civilians or cops. It's worth taking a second or so to check targets before opening fire!



## COMMENT



MATT

My initial impressions of this game were high, as I like the small, detailed sprites that are used. The high number of levels and sub-levels is also a plus, with the varying modes of transport and backgrounds adding to the appeal of the game. However... the product is let down by a number of things. For a start, the control is slow and unresponsive, and therefore Dick can't avoid bullets in the way he should be able to. The levels become repetitive in a very short period of time, so the number of them becomes irrelevant - a hundred levels of the same thing would hardly make a good game! This isn't an atrocious game, but simply one that lacks the "oomph" to make it something special.



BY: SEGA  
PRICE: £29.99

RELEASE DATE: APRIL  
GAME DIFFICULTY: MEDIUM  
LIVES: 3-6  
CONTINUES: 0  
SKILL LEVELS: 4  
RESPONSIVENESS: SLOW

1-2  
PLAYERS



## PRESENTATION 76%

Comic-like intro shot establishes the mood of the game, and panels with speech bubbles appear between levels.

## GRAPHICS 79%

The sprites are small, but nicely detailed and animated. The backgrounds are simply coloured - rather like the sets in the film.

## SOUND 67%

The sound is nothing to write home about, but performs its task in a workmanlike fashion.

## PLAYABILITY 78%

The responsiveness severely affects the play; the levels become repetitive after a while.

## LASTABILITY 72%

Eighteen levels provides a tough challenge, although they're all basically very similar in gameplay style.

## OVERALL 77%

An enjoyable and pretty addictive film tie-in which is bound to appeal to shooting 'em up fans.





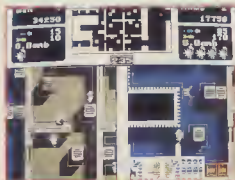
## REVIEW

The situation is critical. The evil Doctor K has created an army of deranged replicants in order to take over the world, and only two men can stop him - Andy Attacker and Ben Breaker (where do they get these names? - Jaz), the top soldiers of the CIA's special Crackdown force.

Each is armed with a machine gun, several super bombs, a set of explosives and their wits, and the two super-soldiers must negotiate their way through a series of multidirectionally scrolling levels of progressively more numerous and nasty enemy forces, planting explosives at certain points marked with a large red 'X'. Once all the charges are set, they must exit the level before the bombs go off.

If Ben and Andy finally make it through to Doctor K's lair, the good doc has a final surprise for them - a giant, planet-eating goal-headed demon, ready to be unleashed upon the world.

# CRACKDOWN



▲ One bomb down, and the boys have split up!

## COIN-OP CRACKING

The Sega coin-op from which this is converted is a very interesting piece of arcade hardware - not featuring the sprite expansion system of previous Sega 3D coin-ops, but the rather flesh System 24 with an improved colour palette, a better sound system, and a whopping great 26" screen! Although not exactly an epic coin-op by today's high standards, Crackdown is still an entertaining and highly enjoyable machine and is definitely worth a few plays.



▲ Where's a traffic warden when you want one?



▲ The map for stage 3 - the city! ▼ 'X' marks the spot!



## REVIEW



## COMMENT



MATT

now and purchase it pronto.

Crackdown was a fun coin-op to play, and more than reminiscent of the Gauntlet series. The Megadrive version retains almost all of the arcade's playability, but with slightly smaller graphics - hardly surprising, considering the size of the coin-op's screen! The sound is good, and fits the billy-nicely - lots of explosions and the like. If you enjoyed the coin-op, you'll certainly enjoy this, so go forth



▲ Dr K keeps an eye on our heroes.

## POWER-UPS



## GRENADE

Gives you a lovely grenade for blowing up things with.

## SHOT

Gives you even better destructive powers.



## AMMO

What else? Adds extra ammo to your supply.

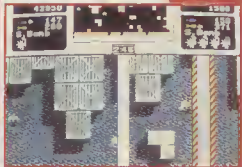


▼ Get to that bomb marker!



▲ Ben and Andy - they're that hard!

▼ Where'd everybody go?



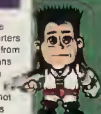




## GREY IMPORT WARNING

At present this is only available from Megadrive software importers and is NOT officially available from Sega in this country. This means that the game will work fine on Megadrives that have been imported from Japan, but will not work on official UK Megadrives unless you have a Japanese games adaptor (available from mail order import companies) or your machine has been modified (which we do not recommend you do as this invalidates your warranty)

## COMMENT



**JULIAN**

I enjoyed playing this great arcade conversion - it features a tense and exciting atmosphere as you sneak around the levels planting bombs and avoiding badlads. The graphics are small, but perfectly formed, and the sound and presentation are reminiscent of the coin-op original. The only thing that disappointed me was that the game slows down when two players are participating simultaneously - a bit annoying, since this is supposed to be a two-player game! Still, this doesn't ruin the enjoyment too much, and the game is well spiced with one player, which is the way most gamers will play it anyway.



▼ Two player lefts - Ben gets cloned!



## TWO-PLAYER MAYHEM

Ben and Andy may be almost clone-like in their appearance, but each has their own particular strengths and weaknesses. Both are skilled in the use of fire arms, but Ben is better equipped to deal with explosives, whereas Andy is the stronger of the two in hand-to-hand combat. Strategy is the name of the game if you're playing alone - getting to all of the markers in time is a tricky situation which needs a lot of forethought if you're going to get through unscathed. Two-player mode is a different ball game altogether - this literally halves the amount of work each player has to do, and not only means that the level can be cleared that much quicker, but you get more bonus points at the end!

## CRACK DOWN

PUSH START BUTTON

SEGA

© SEGA 1990

BY: SEGA

PRICE: £34.99

RELEASE DATE: OCT NOV

GAME DIFFICULTY: MEDIUM

LIVES: 3

CONTINUES: 5

SKILL LEVELS: 3

RESPONSIVENESS: GOOD

1-2  
PLAYERS



## PRESENTATION 80%

A few nice intro screens, with simultaneous two player options and difficulty levels, but not a whole lot else

## GRAPHICS 88%

Smaller than the coin-op, but colourful, well detailed and animated very well indeed

## SOUND 84%

Bangs and explosions abound, with other spot effects and some very good soundtracks

## PLAYABILITY 90%

Very addictive - once you've picked up the pad, you'll have a hard time putting it down.

## LASTABILITY 82%

With loads of levels to overcome this definitely isn't a game that you'll complete in one sitting

## OVERALL 84%

An excellent conversion of an entertaining coin-op that deserves a place in your collection

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# RESCUE

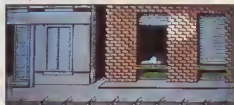
Storming embassies is a tricky task - the terrorists keep shooting at you, guyrope can snap, and balaclavas have a habit of riding up and getting into your eyes. Still, someone's got to do it, and you've volunteered.

Rescue is a game based around the exploits of such groups as the SAS and the American Navy SEALs, whose embassy-busting skills have made them the tear of terrorists worldwide (assuming terrorists are a scared of anything). Obviously rescuing the hostages is paramount, but this tends to involve wasting the bad guys as well.

There are three different levels of difficulty, corresponding to the rank of the leader, and also there is a training mission to practice skills. After that, four other missions can be selected, of varying perplexity.

The first task in each mission is to reach a target building. This entails dodging between buildings and walls, desperately avoiding the searchlights that roam across the play area - if the character is caught in the glare, machine guns open up and the rescuer is mown down.

Once the guys are clear, snipers in an adjacent building can attempt to eliminate terrorists by shooting through the windows. The sights don't remain stationary, so accurate fire is important to achieve results! Next, commandos abseil down from the roof, avoiding falling off, and smash through the windows. Then it's on to a 3D display as the soldier roams through the complex killing terrorists and releasing hostages. Who dares wins!



▲ Our "brave" hero cowers inside the building.

## COMMENT



### MATT

The main problem with Rescue is the banality of the gameplay and the repetitive nature of the challenge. The task never changes, and there's nowhere near enough subgames to hold your attention. Again, the difficulty level is set way too low; it takes five minutes to master the skills needed, then the game offers no challenge or excitement. Why are there only five missions? Why are there only three subgames? This lack of effort in a game is totally unacceptable nowadays, and therefore gets the thumbs down from me. If Kemco had spiced up the thrill content and included a more varied method of playing, it might have scraped into the mediocre category. As it stands, it's a complete waste of anyone's money. Avoid it if you know what's good for you.



▲ The wobbly tripod makes shooting difficult.



LI EUTENANT  
CAPTAIN  
COMMANDER

MISSION TRAINING  
MISSION TROUBLE  
MISSION ULTIMATE  
MISSION TRIPER  
MISSION JUPITER



## COMMENT



JULIAN

The embassy-storming idea certainly has plenty of potential, but unfortunately this game doesn't realise it. While it initially seems quite fun, the sub-games are all easy to master, and once you've learned the basic skills required to beat the terrorists, it all becomes a matter of routine - which isn't what playing console games is about. Both the graphics and sound are bland, a description that suits the gameplay too. There's simply not enough excitement to keep you at your Nintendo for more than a few sessions.

▼ The SAS break in via the roof. The front door must have been locked.



## SWING OUT BROTHER

The most difficult part of the game (at least initially) is the abseiling section. Here a commando lowers himself slowly by a rope until he reaches a window. Care has to be taken - if the rope is let out too fast, the rescuer plummets to his death! Once he's at the window, a simple press of the button gets him swinging with enough force to break through the glass. Then it's a question of hurling down the transgressors and introducing them to the effects of high-calibre weapons.

▼ The terrorism has begun. Someone's painted your car windows white.



RESCUE™

THE EMBASSY MISSION

BY: KEMCO

PRICE: £34.99

RELEASE DATE: APRIL

GAME DIFFICULTY: EASY

LIVES: VARIABLE

CONTINUES: 0

SKILL LEVELS: 3

RESPONSIVENESS: NDT BAD



PRESENTATION 81%

Easily the best feature of the game, with an animated story of the capture of the embassy.

GRAPHICS 58%

The drab colours and lack of detail mean that the game looks rather bland.

SOUND 57%

Again, nothing out of the ordinary. It suits the game though!

PLAYABILITY 56%

Initially fun, but the lack of challenge and the rather limited gameplay means that boredom soon sets in.

LASTABILITY 29%

To put it simply, there's not enough in the game to keep you interested for more than a couple of hours.

OVERALL 41%

A dull game which falls far short of its potential. Certainly not value for money.



## REVIEW

## CYBER

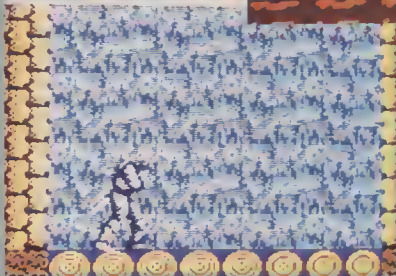
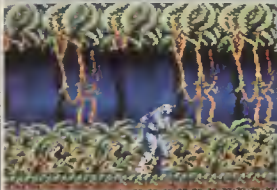
Things are going badly, and only one man can save us. And he's not even a proper man - he's a cyborg. What's that, you may well wonder: it's a cybernetic organism, or in English a mixtura of man and machine.

Oddly enough, this strange being is also an expert in the martial arts. He can jump, kick, and slash foes with his sword. He also has access to throwing stars and other special weapons. Best of all is the Ninja magical attack - not quite what you'd expect from a robot, but devastating in its effect on the enemy.

Early levels are set in factories and warehouses, with wooden crates and rising platforms to negotiate as well as baddies to zap. Then the action moves to the Bay Area, the Plain, the jungle and the waterfall.

The final two levels are set in a secret base, complete with force fields and tough opponents. Then it's on to meet the final boss, a huge ED209-like robot with an extendible pincer.

Tokens are liberally scattered throughout the game, giving the metallic black belt extra life, shunken, bullets and magic, as well as powering his sword up to greater heights of deadliness.



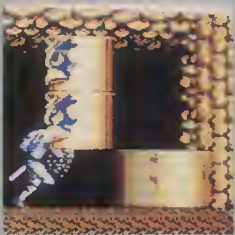




# SHINOBI

## ORIGINAL SHINOBI

Shinobi came out a couple of years ago to generally universal praise. It featured great playability although the aim was virtually the same - the hero wanders along, slashing foes and releasing ninjas magic against the tougher opponents. The most impressive part of the game was where ninjas would appear to leap out of the screen and Shinobi has to hit them with shuriken. A fairly impressive game, Shinobi is highly recommended to beat 'em up freaks!



## COMMENT



Ninjas beat 'em ups can be great - Revenge of Shinobi proved that. I had high hopes for this game, with its bland of magic and technology, but yet again I've been disappointed. The hero's movement is wooden, unresponsive and jerky, destroying any sense of suspended disbelief. As for the music... well, let's just say that Mozart's got nothing to worry about. The only

## MATT

backgrounds of note are those of the final level, when Cyber is wandering through the enemy base. The foes are poorly animated and sadly defeated, even though the hero's lack of adequate response causes immense irritation. Do yourself a favour and spend your money elsewhere.





## REVIEW



## COMMENT

When you look at some of the new British Sega software released recently, which really shows what the machines can do, you wonder where some programmers are at. *Cyber Shinobi* features some rubbish graphics, with gaudy and badly defined backdrops, jerky scrolling and very poor sprites. The music is really naff and the gameplay is very boring.

**JULIAN** *Shinobi*-type games should be challenging and fun - this is mainly dull, and doesn't have any new and original features to excite and certainly doesn't offer enough thrills or variety to keep you playing for more than a few goes.



## THE CYBER SHINOBI

Shinobi  PART-2  
PRESS GAME BUTTON  
CHECK: 5000

BY: SEGA

PRICE: £29.99

RELEASE DATE: APR  
GAME DIFFICULTY: EASY

LIVES: 3

CONTINUES:

SKILL LEVELS: 1

RESPONSIVENESS: OKAY



## PRESENTATION 73%

A fairly straightforward life screen and little in the way of options.

## GRAPHICS 61%

The dire animation and mediocre backgrounds fail to impress in any way.

## SOUND 57%

As with the rest of the game, the sound is diebalcal and weedy in the extreme.

## PLAYABILITY 62%

The gameplay is repetitive, dull and predictable and lacks the thrills expected of a best 'em up.

## LASTABILITY 49%

Despite the number of levels, *Cyber Shinobi* won't be played for long due to the reasons above.

## OVERALL 58%

A very poor effort indeed which is bound to disappoint even the biggest *Sega* fans.

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REMEMBER  
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# BAD DUDES

American presidents traditionally have a rotten time. Lincoln and Kennedy were assassinated, Reagan was shot, and Bush has got Dan Quayle. But for the first time ever, the president has been kidnapped. Not by ordinary, run-of-the-mill terrorists, but by a group of ninjas - that's right, a group of fourteenth-century Japanese hired killers have somehow grabbed the leader of the most powerful country in the world!

For some reason, the Bad Dudes of the title are the heroes - Blade and Striker, two musclebound lads in tee shirts too small for them. Presumably the ninjas are the good dudes. Anyway, the workout freaks travel through the city, battling past various ninja foes, and defeating huge and evil baddies. Luckily there are a number of tokens scattered around the streets - these give extra time, life energy, and even Invincibility (for a short period).

The enemy comes in a variety of forms and shapes. The ubiquitous ninjas attack without mercy, and shunken throwers appear with alarming regularity. Things wielding flails and knives attempt to ruin Blade and Striker's day, and rather fat, bald gentlemen make an appearance as well.

When in two-player mode, each character appears at a time, never on screen together. The president's life is in your hands: are you willing to take the challenge?



▲ Blade (or is it Striker?) kicks Ninjas off a speeding truck!



▲ How to avoid the ticket collector



▲ Attractive hood ornament, the!

## COMMENT



MATT

Perhaps Nintendo think that the popularity of beat 'em ups means that they can release any mediocre game and it will still sell like the proverbial warm scones. Let's hope that the games-buying public prove them wrong and demand a higher quality of product in the future. In the meantime buy Double Dragon II or wait for Ninja Gaiden.

Beat 'em ups are a tried and tested formula, and are often the best games to be found. Bad Dudes, though, is a great disappointment; the lack of moves, the poor animation, and the repetitiveness of the challenge makes this a yawn and a half. Double Dragon II is much, much better than this - BD's graphics are flat and two-dimensional in comparison, and the game play non-existent.



Prepare to pound blubber. *Blade*



Hobbling ninjas against the New York skyline



The shame of *Hi Beasten* by a man wielding a levitating chain!



BOSH! Right in the ga. ob.

## BAD - YOU KNOW IT

Michael Jackson claimed he was bad in the '80s, adding his name to a long list of 'bad dudes'. John McEnroe became the bad boy of tennis at the end of the 70s because of his tantrums and swearing on court. The romantic poet Lord Byron, who wrote in the beginning of the nineteenth century, was considered to be 'fired, bad and dangerous to know'. Some monks have bad habits and can be thrown out of their monasteries as a result. Fruit often goes bad, and due to the lack of adequate counselling there tends to be little chance of them improving their behaviour. And finally, Gary Harrod is definitely the bad egg in the MEAN MACHINES team (he smells like one too).

Striker keeps on trucking.



## COMMENT



**JULIAN**

This Nintendo version of the Bad Dudes coin-op certainly features the Dudes. And it's also bad. Very bad. The graphics are the most flickery I've ever seen on a Nintendo game and make this incredibly frustrating to play, since half the time you can't see what's going on - the enemy shuriken are particularly difficult to see. Not only are the graphics flickery, they're also rubbish. The bland backdrops lack depth and the sprites are crude, poorly animated and jerk and cripple their way around the screen - the whole thing just looks a ghastly ambience. The gameplay is awful too, with a distinct lack of variety and combat moves. Even if you're the biggest bad 'em up fan in the world, give this a miss.

Armoured animees like this guy take a lot of punches



BY: DATA EAST  
PRICE: £34.99

RELEASE DATE: MAR  
GAME DIFFICULTY: MEDIUM  
LIVES: 3  
CONTINUES: 3  
SKILL LEVELS: 1  
RESPONSIVENESS: NOT BAD

1-2  
PLAYERS



PRESENTATION 80%

It's a retro sequences are easy to follow, but the screen flickers, and the background isn't up to much either.

GRAPHICS 64%

The sprites are jerky and woefully animated, the screen flickers, and the background isn't up to much either.

SOUND 71%

Pretty feeble tunes and mediocre effects hardly make an impact

PLAYABILITY 45%

As playable as football in a closet, *Bad Dudes* starts in a monotonous fashion

LASTABILITY 29%

It's unlikely that you'll want to plough through its levels due to its appalling banality

OVERALL 39%

Bad by name, bad by nature - avoid this game if you have any standards



Zoras the evil magician has been exiled to the far wastelands of the east, where it is said that he has been consorting with foul, depraved demons. Unfortunately, Zoras and his new found buddies have returned to our green and pleasant land and have viciously murdered good King Pallas. The guiding light of law and order has been snuffed out and evil creatures now roam the land.

Obviously, at this point some kind of hero is required, and two such people are ready at hand to dish out the required violence. Enter Brodan and Shardan, a brother and sister who have decided to rid the land of Zoras and his depraved minions. The player can choose either of these muscle-bound barbarians they wish to play as during the game, although the choice of character in no way affects the gameplay.

The general gameplay involves walking across the horizontally scrolling screens using the Sword of Soden to chop up any of Zoras' minions that you may find. They may leave potions behind that have many and varied effects on your barbarian hero.

## POTIONS

Vanquished creatures tend to leave behind very helpful potions. These all have a different effect. For example, some may give our hero extra stamina or a higher hit strength. Others do nothing unless you mix them with another potion. Different combinations produce different results and produce such magical results as powering up your sword with extra flame power or receiving a magical shield. But beware! Some potion combinations produce a highly toxic poison which drains a lot of energy.



▲ Check out the map for your next destination.



▲ A bit of hand-to-hand combat as our hero battles on.

## COMMENT



### MATT

of Soden is a tepid best 'em up effort which should be avoided.

Whoops! Electronic Arts has a reputation for quality gear, and unfortunately Sword of Soden doesn't quite live up to expectations. The graphics are superb and the sound isn't bad, but the gameplay is sadly lacking in any sort of veristy whatsoever. It's just a case of walk along and cut things up with your enormous sword. The potion mixing idea is quite novel, but otherwise Sword

# SWORD OF SODEN

## SWORD

Both heroes have a number of essentially lethal sword-slinging moves at their disposal with which they may dispose of Zoras' evil minions. An overhead swipe is the best business for dealing with any tall foes (like the giants at the end of level three) whilst the bog standard forward swipa is good enough for



▲ Jump to avoid danger!



▲ The bog standard attack!



▲ The bog standard attack!

# WID YAN



## SEVEN LEVELS OF DOOM

The journey to Zoras' lair is long and fraught with danger. Level one takes you to the City Gate, but before you can progress you must destroy Zoras' contingent of guards. The Bridge of Spikes comes along next, where our hero must do battle with yet more soldiers. The problem is that there is the ever-present danger of being skewered up the backside with a wooden pole. Level three takes our hero into the City Streets, where yet more soldiers and a couple of giants face up to the Sword of Sodor. Later on, the barbarian has to cross the Zombie Graveyard dealing with all manner of spirits and shades. After they've been dispatched, Castle Cragganmore awaits. Three more levels of hacking and slaying remain before the final confrontation with Zoras himself. But beware, Zoras has left plenty of surprises for you in the castle foyer, underground passage and most terrifying of all - Zoras' tower...

## COMMENT



After a string of impressive titles, *Sword of Sodor* comes as a bit of a disappointment. At first it looks pretty tasty, with impressive opening screens, large sprites, colourful backdrops and great sounds. However, good as though they might be, they simply don't paper over the gaping cracks in *Sword of Sodor*'s gameplay. It's just plain boring. Ponce your way

**JULIAN** around the landscape jebbing at the rather stupid enemy sprites and avoid the occasional hazard. There's simply not enough variety, excitement and challenge to keep you coming back after you've played it a couple of times.

## SKILLS

any low. A jab is good for holding back advancing creatures as along with the damage inflicted it also forces any evil creature back. Ducking and jabbing is the fastest and probably most effective method of attack. Also, ducking and jumping is required to dispatch some of Zoras' more cunning chums



▲ The low chop in action...



▲ Brodan laahas out!



# MEGADRIVE REVIEW



**BY: EA**  
**PRICE: £34.99**  
RELEASE DATE: OUT NOW  
GAME DIFFICULTY: EASY  
LIVES: 3  
CONTINUES: 0  
SKILL LEVELS: 1  
RESPONSIVENESS: SLOW



## PRESENTATION 80%

Nice in-game screens and a good feel within the game itself

## GRAPHICS 82%

Enormous, detailed sprites and nice backdrops, but the animation is pretty ropey

## SOUND 79%

Digitised effects abound, but they aren't of an astounding quality

## PLAYABILITY 61%

Initially quite addictive, but the heck 'n' easy gameplay isn't really that addictive...

## LASTABILITY 47%

...and consequently doesn't keep you at the Megadrive for long. There's just not much of an urge to complete the game

## OVERALL 59%

Brilliant graphics are let down by a very monotonous game concept. Save your cash for something better



## DR MARIO

Popping pills is usually considered a bad thing - unless a certain lovable Italian plumber is handing out the capsules. That's the premise for this game. Mario has donned his white smock, called himself a doctor, and become the star of this Tetris variant.

The action takes place in a medicine bottle, infested with viruses. Mario tosses pills into the bottle, which must be matched up with the different-coloured viruses in order to eliminate them. It takes three blocks to destroy a single virus, or two to destroy two similar viruses stacked on top of each other.

The speed of the pills' appearance, the number of viruses and the background music can all be altered, changing the difficulty of the game.

**PRESENTATION**  
**GRAPHICS**  
**SOUND**  
**PLAYABILITY**  
**LASTABILITY**  
**OVERALL**

73%  
76%  
69%  
88%  
86%  
87%

**MATT:** This is a good game - its playing style is very addictive and will have you coming back for more over quite a period of time. My biggest gripe is that if you've got Tetris (and virtually all Gemaboy owners have), this holds very little extra in comparison. It's also not as good as the Soviet wonder, so if you want another great puzzle game on the Gemaboy to supplement your Tetris, get Pipe Dream instead.

**JAZ:** This is a perfect Gemaboy title, and is a brilliant puzzle game in its own right - it's sold over a million units in America! There's just the right amount of annoyance and addiction, and there's a huge amount of levels to keep up a constant challenge. I think it's different enough from Tetris to warrant purchasing, and it's easily the most enjoyable addictive Gemaboy game I've played in months. Don't miss it.

# GAMING ROUNDUP

## Dr. MARIO™



# BOY ND-UP

## BURAI FIGHTER

This is another Gameboy shoot 'em up, along the lines of Forgotten Worlds. As a warrior in the far future, it's the task of the Burai Fighter to clear the numerous levels of aliens and robots in his path.

If the fire button is held down, the Fighter continues to fire in the direction he's facing, if he's moved without firing, the shots start to go in that direction. With power ups and tokens to collect, weapons and speed, etc, can all be upgraded to help in the fight against evil.

PRESENTATION	75%
GRAPHICS	80%
SOUND	68%
PLAYABILITY	84%
LASTABILITY	82%
OVERALL	83%



**MATT:** It's interesting to see a game of this type turn up on the Gameboy - yet another example of this amazing machine's versatility. Although the control method takes a little getting used to, it's really mastered and very handy with this style of play. Don't expect a sophisticated challenge, but do expect a fun one! Recommended to fans of shoot 'em ups.

**JAZ:** Of the few shoot 'em ups available on the Gameboy, this is definitely one of the better ones. It's rather like Side Arms, and has similar types of bolt-on weaponry. It seems tough at first, but a little perseverance gets you over the initial hurdle and it all becomes a pretty good fun after that.



## MONSTER TRUCK

Driving around and smashing things up is the aim of this game. Based around the American "sport" of racing huge, souped-up forcers in destruction derby. The aim is not only to win, but hopefully to cause serious damage to the rival cars in the process.

Winning the race - or coming in the top three - provides cash with which to update the truck. Engines, tyres, and chassis can all be improved, giving that extra help in winning the next race. Other trucks can be knocked by judicious use of the leap and push functions.

PRESENTATION	67%
GRAPHICS	77%
SOUND	67%
PLAYABILITY	70%
LASTABILITY	56%
OVERALL	65%

**MATT:** This is a dire, sad excuse for a game. It is as playable as something that isn't playable at all, and the graphics and sound just aren't up to scratch either. I really can't recommend this game, unless spending £25 for a gray plastic skimming stone appeals to you.



**JAZ:** I didn't think that this was all that bad. It's certainly tricky to get used to, but if you're a player who's quite skilful and is prepared to practice and get some of the bolt-on extras onto your huge truck, it becomes competitive and enjoyable. Not an essential purchase by any means, but worth having a look at.



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# SPECIAL

# SUPER FAMICOM

Last month our man Jaz brought you a report on the machine that will take the gaming world by storm - Nintendo's Super Famicom. Now he's got hold of the first games to appear on this marvelous machine, and reckons they're incredible. Check 'em out and see what you think.

## BUY A MACHINE



Early Super Famicoms were priced as high as £400.00, but now that importers can easily get hold of machines, the prices have dropped to a more realistic sum of between £200.00 and £300.00. Shop around and find the best deals going - many importers include free games with the machine! All the software is very reasonably priced - expect to pay around £40.00 per game.



# SUPER MARIO BROS. 4 MARIO WORLD

The first game to appear on the Super Famicom is based around the fourth adventure of Nintendo's very own superstar, Mario.

Marioworld has once again been thrown into a crisis, all because of the evil Koopa and his army of madcap hoodlums. This group of horrid baddies has not only kidnapped the lovely Princess Mushroom, but they've stolen the seven lucky eggs from the Dragon of Sub-Con. Time for Mario to once again gird his loins and go and save the day.

On the face of it, Mario 4 is similar to the previous three outings, with scrolling platforms and ladders landscaped to negotiate. However, there's tons more in this game than in the other offerings.



## RIDE INTO BATTLE

Just a special block and find an inflatable dragon and you can ride it into battle. If you press the fire button while you're on the dragon, its tongue flicks out and grabs any baddie in its path, drawing it into its mouth and chomping it to death!



▲ Diddy Mario leaps high.

# F-ZO

Set in the far-flung future SF-ZERO puts you in control of one of four super hover racers, with the idea of entering a series of Grand Prix races. These take place on courses suspended over a series of colourful landscapes.

The object is simply to beat the other racers and come top of the league. Fail to do well and you're kicked out of the league and have to start all over again - and serve you right.

## WHAT CAN MARIO DO?

Mushrooms make Mario big, while a flower endows him with fireball-lobbing capabilities. Stars give Mario temporary invincibility and a feather turns him into Super Mario, complete with flying and gliding capabilities.



▲ Mario misses a mega missile!

## IS IT GOOD OR WHAT?

There are well over 100 huge levels (most of them hidden), and there are more secret bonuses, items and surprises than I've ever seen before in a game. It's not impossible to finish the game (you only have to complete 42 levels to get to the end of the game), but uncovering all of Mario 4's many, many mysteries will take months and months and months. To put it simply, it's everything a game should be: challenging, frustrating, rewarding - and most important of all, unbelievably addictive (I'm still nursing an injured finger from a weekend's solid (and I mean solid) play). If you've got a Super Famicom, this is as essential as the power supply!

▼ Mario's house.



▼ Spook City.



# F-ZERO

## SUPA SCROLL-O-RAMA

What makes F-Zero so stunning is its mega-fast, super-smooth, hyper-real 3D graphics. The screen rotates as the craft whizz around the course at truly amazing speeds, and the overall effect is nothing short of breathtaking!



▲ Burn up the road.



▲ Once on...

## WHAT ABOUT THE GAME?

As well as looking good, the game also plays brilliantly. At first it all seems rather simple, but once you get used to the feel of the craft (the control method is superb, with unannoyingly realistic handling) and start making headway, the game swiftly becomes very addictive. There's plenty of long-term challenge, with three leagues, four difficulty levels and four different craft to choose from.

If racing games are your thing - (this is the ultimate)



▲ Pick a car.





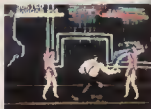
# Final Fight



One of the first arcade conversions to appear on the Super Famicom is Capcom's incredibly popular Final Fight, which first appeared in arcades up and down the country early last year.

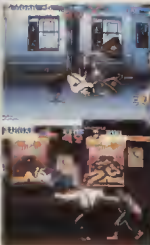
The story is pretty mundane - your girlie Jessica has been kidnapped by the evil Mad Gear gang, run by nasty old Crossbow, and it's up to you to go and rescue her. At the start of the game you can choose a character, either Mike Haggar the wrestler (and part time Mayor of the City) or Cody the cool street fighter. Both have their own special moves and strengths.

Then it's off on five long levels of beat 'em up action in which you fight all manner of street hoodlums to free your girlie!



## WHAT A KNOCKOUT

Featuring sprites which are as big and as beautifully drawn and animated as their arcade counterparts and some marvellous action, Final Fight is a game which beats 'em up fans will flip over. There's loads of action and plenty of challenge - it's tricky beating the game on level one, let alone level eight. If this is the standard of arcade conversions we can expect on the Super Famicom, owners of this machine will be very happy indeed...



## WHAT'S MISSING

This is a superb arcade conversion and contains almost all the thrills and spills of the original machine. All that's missing are the third character, Guy, the simultaneous two-player option and the Industrial level in the game itself, but these are more than made up for by eight difficulty levels to challenge you to the next





The third in the popular Nemesis coin-op series, Konami's Gradius III, is the first ehoor'ern up to appear on the Super Famicom. It's just like its arcade counterpart, and has you flying into battle against hordes of alien ships, all intent on destroying you before you can deal out any punishment. There are power-ups to get, and of course a giant guardian at the end of each of the nine levels.

At the start of the game you can select a variety of different power-up weapons for your ship. The idea is that if formations of aliens are killed, they drop icons - collect enough for that particular power-up and it can be activated for use in battle. There's a load of different weapons, and it's up to you to find out which are the most effective for your particular playing style.



▲ Powered up with the force and multiple.

## Pilot Wings

パイロットインクス

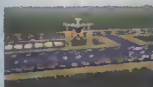
Using the same 3D programming technology as F-Zero, Pilot Wings gives you the chance to learn to fly a wide variety of craft.

The action is split into a variety of levels, each of which features several tight disciplines - the first level has sky diving and a light plane. The object is to score high enough in each discipline to surpass the set target and therefore win the licence which lets you tackle the events on the next level. It's trickier than it sounds. On the sky diving, for example, you first have to guide your parachutist through three rings as he free-falls through the air, and then guide him down to a target on the ground once his parachute has opened.

Points in all events are given for a variety of criteria - accuracy, time, style and so on - and you have to be a very good all-rounder to score high enough to move onto the next level.



▲ Aeroplans take-off.



▲ Jet packin' fun.



▲ The chopper hovers high.

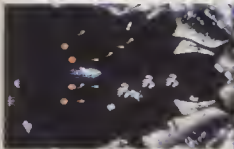
## WHAT ELSE CAN YOU DO?

On later levels you get the chance to go hang-gliding, fly a jet pack, fly an A-10 Bronco aeroplane and a helicopter amongst other things, and it's an increasing amount of flying skills are required to gain promotion to the next level.



## BLAST THE BADDIES

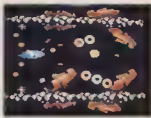
There is a wide variety of different aliens to destroy, ranging from the usual run-of-the-mill space craft to big beastly bubbles, giant fire snakes and Easter Island heads! The graphics are tremendous, with smooth scrolling backdrops and some amazing end-of-level baddies.



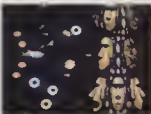
▲ Break those atony faces.



## AS GOOD AS THE ARCADE?



When the action gets fast and furious, *Blaster* III slows down - but not quite as badly as the original arcade game! Other than that, it's the same as the coin-op and has all the excitement of the original. The only problem is that it's not particularly tough, and good shoot 'em up players should be able to complete it within a few days. Still - if you really want a shoot 'em up, this is very impressive indeed. Personally I can't wait for *R-Type II*, which is out at the end of next month.



## FANCY FLYING

Once again the Super Famicom amazes and astounds. The sky diving event is truly awesome, with amazingly realistic wind sounds as the ground rushes towards you in a horribly realistic way. All the flying events are highly enjoyable, if you like the look of the graphics, just wait until you see them moving. The vibrant backdrops scroll smoothly left and right, and the 3D is completely convincing - flying over the island airfield on level three in the jet pack is a gaming experience that you'll remember for a long time. If someone decides to do a proper flight simulator (or better still, a combat simulator) using this game style, it'll be completely amazing.



▲ Unleash laser death on those nasty baddies.



PREVIEW

NINTENDO



Here's a show-stopping arcade conversion! Gauntlet II is one of the most faithful recreations of a coin-op yet seen on the Nintendo.

If you don't know about the game, where have you been? It's one of the most famous multi-player arcade machines of all times. Each participant takes control of a character, either a dwarf, valkyrie, barbarian or wizard, and enters a series of multidirectionally scrolling mazes with the intent of escaping intact.

Between you and the exit is a hordes of evil creatures, all hell bent on your destruction. There's certainly plenty of action and excitement, and also a load of goodies to pick up as you battle through screens and screens of action.

This Nintendo conversion has every feature of the coin-op, and, amazingly, has all its speech, ranging from "welcome red elf" to "blue barbarian needs food - badly" and "yellow wizard shot the food"! As well as sounding great, it's also graphically superb and is incredible fun to play, with one, two and four-player options!

We'll be reviewing this one as soon as it's got an official release date!



## FOUR SCORE AND TEN

Coming soon for the Nintendo is the Four Score, an adaptor which allows four-players to play certain games at the same time! Wowee! Amongst the titles released soon in the UK which allow you to do just that are Ivan "Ironman" Stewart's Super Off-Road Racer (an excellent racing game which was reviewed last issue), Super Spikes Volleyball and Nintendo World Cup Soccer. It's certainly great fun, and simultaneous four-player action guarantees plenty of heated competition (there were plenty of fights in the office!). We'll give you prices and an official release date as soon as we have them.



GAUNTLET II





# GAUNTLET II



**GAUNTLET II**

**BY: MINDSCAPE**

**PRICE: TBA**

RELEASE DATE: JULY

GAME DIFFICULTY: EASY

LIVES: 1

CONTINUES: 0

SKILL LEVELS: 1

RESPONSIVENESS: GREAT

1-4 PLAYERS



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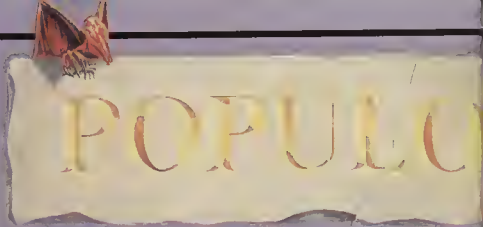
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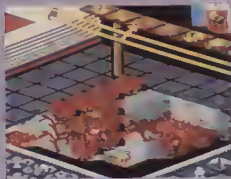


## PREVIEW

SEGA

# POPULOUS

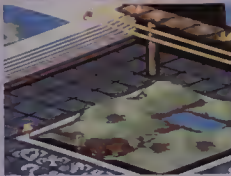


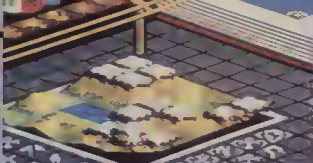
soon to be released for the Sega Saturn. It's a 3D strategy game, too, thanks to a conversion by Technomic. The game is an increasingly number of of the game's goal is to utterly destroy the worshippers of the evil god, and gain points for the castles and knights under control of each conflict.

Set over a number of different worlds, all have an effect on the game, Populous is a simple, fun, and addictive game. The only things that guarantee victory, are speed, increases in speed, ability, and every time it is beaten. So new strategies on a regular basis to avoid a defeat by the computer unless subject of defeat.

Check out for a full review in an upcoming issue of MEAN MACHINES. This looks to be a very good game with excellent graphics and lives up to expectations!

▼ This is your chance to win a copy of the game!





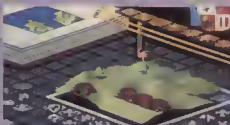
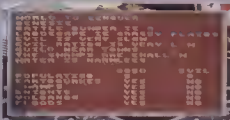
## EXPLORE STRANGE NEW WORLDS...

As well as the desert, grassy plains, ice, and rocky hill worlds of the original Populous, the Sega version adds new landscapes for your defecation and delight. Amongst others, a futuristic world has been added that is set on a

grid system. Also included is a Bitmap world, replete with computer print-outs and the like. Weird or what?



TM  
12月16日。先がけて、神は月を覚める



# POPULOUS

BY: **TECMAGIK**

PRICE: **TBA**

RELEASE DATE: **MAR**

GAME DIFFICULTY: **MEDIUM**

LIVES: **1**

CONTINUES: **D**

SKILL LEVELS: **1**

RESPONSIVENESS: **CREAT**



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# YOBB'S

## GREAT SCOTT!

According to my chums over at Electronic Arts, ever since Scott won the MEAN MACHINES/Electronic Arts John Madden's Football Challenge, detailed in the mag a couple of months back, he's become impossible to work with because of his grotesquely inflated ego. However it was recently deflated when a crowd of EA people went on a mini camping trip. "He's very much a town boy", my Electronic Arts mole revealed to me, "and spent the whole time drinking coke and listening to his Walkman claiming that it was all boring and pointless". However, during the night there was much excitement when his brand new tent collapsed on him, causing much hilarity amongst the jolly campers. "He's always having bad luck with his erections", chorled my mole.

## BERGER KING!

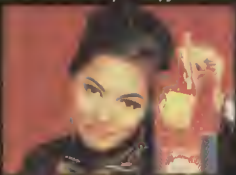
When C+VG's staff writer Richard Leadbetter recently returned to his old school to pick up his 'A' level certificate his history teacher, Mr Berger rushed out to greet him. "Yv just got a Megadrive", quoth the respected to ach, "and I want to get together a John Madden's Football league in Witham Town. Do you know anyone willing to play?" Richard didn't, and he doesn't know a man who does.

## PIXIE'S REVENGE

Here's an interesting follow-up to one of my gossip stories in issue 3. Apparently Nikki Hemmings at IDG was recently accosted by a group of rowdy brandishing copies of MEAN MACHINES. They had read about her nickname which I revealed and, seeing the IDG logo outside her Birmingham office, stormed in demanding to see "Pixie". Of course she immediately ran for cover - her red-capped toilet stool with its little doors and windows.

## BETTY BOO: THE UPDATE

You might think that I'm obsessed with Betty Boo, but I've just been asked to make something clear. Last month I revealed that Betty was hankering after a Sega for Christmas. We-s-ell, according to a source at her record company she actually had a Sega, Nintendo AND a Gameboy! The lucky gal.



**BY: FORCEPS**  
**PRICE: TOO CHEAP**

**RELEASE DATE: OUT NOW**  
**GAME DIFFICULTY: SIMPLE**  
**LIVES: 1**  
**CONTINUES: 0**  
**SKILL LEVELS: LOADS**  
**RESPONSIVENESS: VERY SLOW**



**PRESENTATION 56%**

*They don't call him 'Mr t-shirt and jeans' for nothing - he wears nothing else.*

**GRAPHICS 98%**

*A super all-round artist and layout person Oz's graphics are his strong point.*

**SOUND 75%**

*Very quiet, apart from when he's under extreme pressure, when he shouts to let off steam.*

**PLAYABILITY 90%**

*Oz's easygoing nature means he's a pleasure to play with.*

**LASTABILITY 88%**

*He's tough and never seems to wear out!*

**OVERALL 89%**

*The hardest working member of the MEAN MACHINES team, Oz sports some stunning graphics. Shame about the 'ound, though!*



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